

FOR USE WITH  
**ADVANCED  
DUNGEONS & DRAGONS**

by Gary Gygax



**BOOK OF  
EXALTED NPCs**

**SPECIAL REFERENCE WORK**

A COMPILED VOLUME OF INFORMATION FOR USE BY PLAYERS OF **ADVANCED DUNGEONS & DRAGONS**, INCLUDING: CHARACTER RACES, ABILITIES, CLASSES AND LEVELS AS PUBLISHED ACROSS **DRAGON MAGAZINE** FROM ISSUES # 2 THROUGH #141 WITH SOME MINOR CLIPPINGS FROM **DUNGEON MASTERS GUIDE, DUNGEONEERS SURVIVAL GUIDE, MONSTER MANUAL AND FIEND FOLIO**

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...The Editor's Quandary. . .  
*There are only ever two questions;  
 "Where to start?" "How to stop?"*

With that in mind, the focus here is 1ST EDITION AD&D AND THE EASTERN PORTION OF THAT LAND KNOWN AS THE FLANAESS OF OERTH.

As such, all 1st Edition NPCs are here -including original Samurai, Ninja, Cavalier, Barbarian & Thief-Acrobat. D&D "0 Edition" are here to demonstrate evolutionary pedigree.

That answers "Where to start?"

Looking back, it's clear that while Unearthed Arcana added & smudged some rules around, it was Oriental Adventures that fundamentally shifted the rule-scape with the addition of "Non-Weapon Proficiencies" (expounded by 1e's DSG +WSG, then formalized with 2nd Edition onwards).

Consequently, "How to stop?" is answered by: "Non Weapon Profs & creeping 2nd Edition syndrome."

Thus, *Escrimador*, *Genin*, *Geisya* and *Sumotori* are here considered as 2nd Edition cross-overs, not 1st.

(Similarly, *Incantatrix* is consigned to the (better-left-forgotten) Realms.)

Many 'original scan' errors remain mostly as-were. Whereas any layout errors found, it's gremlins I tellz ya!

Lastly some 3-4 paragraphs or lines purely opining on long-settled rules were removed for the intervening ~50yrs & four edition additions (and counting) that have followed.

*You play the game you want to play,  
 the way you want to play it!  
 This is 1st Edition, replete.*

-Phant Force  
 Layout Editor

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# DRAGON THE INDEX

**A COMPENDIUM LISTING OF EVERY POSSIBLE TOPIC YOU  
 COULD POSSIBLY NAME OR IMAGINE FROM THE PAGES  
 OF DRAGON MAGAZINE, ISSUES 1-300+  
 AD&D 0, 1, 2, 3 BY TOPIC, AUTHOR, ISSUE, PAGE, EDITION  
 AN ASTOUNDING AND COMPULSORY RESOURCE**

# The Centaur Papers

Two manuscripts become  
one very long article

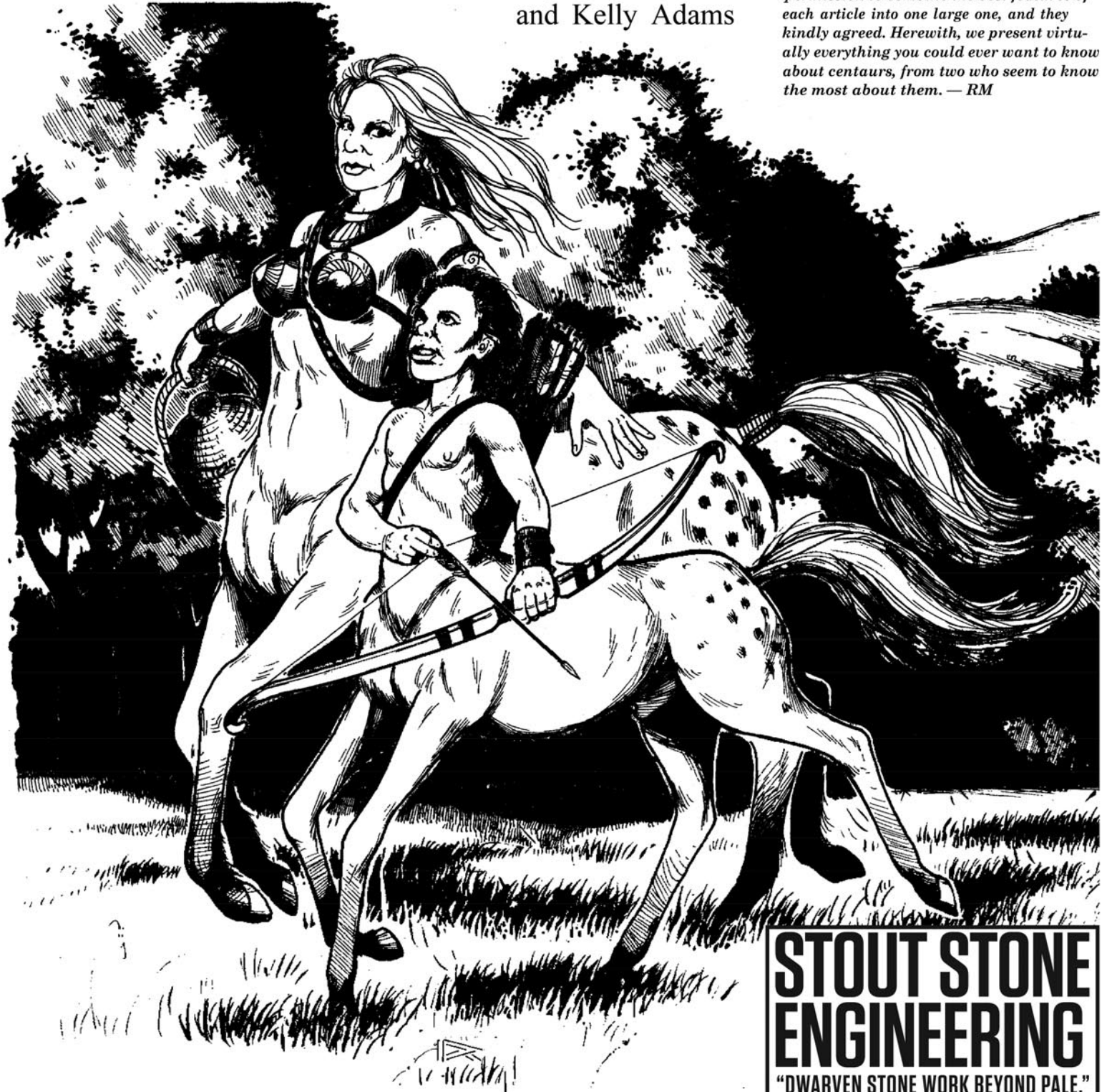
by Stephen Inniss  
and Kelly Adams

## *Editor's introduction*

*Coincidence is a funny thing.*

*A while back, we received two manuscripts within days of each other, both from western Canadian writers and both about centaurs. Each article was well written and contained much valuable information that corresponded well with and complemented the information in the other article. As you would expect, neither author had any idea of what the other one was doing.*

*We contacted the authors and asked for permission to combine the best features of each article into one large one, and they kindly agreed. Herewith, we present virtually everything you could ever want to know about centaurs, from two who seem to know the most about them. — RM*



**STOUT STONE  
ENGINEERING**

"DWARVEN STONE WORK BEYOND PALE."

JUST NORTH OF THE PALE IN THE RAKERS

Centaur's are probably the least understood of the semi-human races, despite their close association with humans. Perhaps their rarity is to blame, but it is more likely that because the majority of scholars are human, their writings have been influenced by human prejudice against the horse-people. Centaurs, claim the sages, are a wild, rude, and barbarous people, living in woodland far from human civilization. They are not very bright, and are prone to drunkenness and violence. They are slaves to impulse and instinct; even when they mean well, they are untrustworthy. There is some truth beneath these slanders, but they hardly give an accurate picture of centaur life and manners.

Anatomy

The unique structure of the horse-people lies behind many of their differences from other intelligent species. A centaur is most simply described as a creature with a human trunk, arms, and head, with a horse's body and legs. The human portion of a centaur's body merges with the equine at what would be the neck of a horse, the lower human back fading into horse shoulders and the human belly meeting the equine chest, so that the hominid navel is almost level with the withers. The lower, equine body stands about 15 hands high, with a range of 14-19 hands, the largest ones being quite rare.

The rest of a centaur is proportionately large so that an average one stands over a head taller than a human of the same sex. Those in lands distant from the horse-people may confuse them with giants or ogres, and in this they are not too far wrong. A large centaur may weigh as much as a small giant, and few centaurs weigh less than an ogre does. The hominid elements of centaur anatomy are within the human range, however, and not truly giant-sized. The joining of apparently disparate elements in a centaur is not superficial; it forms a harmonious and coordinated whole that looks entirely natural to the accustomed eye.

The upper torso and limbs of a centaur are larger and somewhat coarser than the human average. The same applies to the head and facial features. With their high-bridged noses, powerful jaws, and broad teeth, centaur faces have a definite equine cast. Centaurs have more hair than the average human. The females have long thick hair, and the males sport abundant body hair and unusually heavy beards as well. Male centaurs rarely go bald in old or middle age.

Centaur voices are more powerful but have the same range as human ones. Centaurs lack the infravision and keen hearing of demi-humans, but overall, centaurs have senses superior to humans. They can detect the scent of another equine (any horselike creature, including pegasi, unicorns, and normal horses) if that creature has passed

Centaur voices are more powerful but have the same range as human ones. Centaurs lack the infravision and keen hearing of demi-humans, but overall, centaurs have senses superior to humans. They can detect the scent of another equine (any horselike creature, including pegasi, unicorns, and normal horses) if that creature has passed within twenty yards of the centaur's current location within the past hour. This ability is negated by rain or strong winds, or by the presence of overpowering odors such as skunk musk. A male centaur can scent a female in heat up to one mile away on a clear day; the mare is equally sensitive. Centaurs are more sensitive than humans to other smells, but not so much so that it has any real effect. Centaur vision is better at picking out movement, and this generally makes the creatures superior hunters. Centaurs possess only slightly better hearing than the human race, but use what they have with greater efficiency: they will attend to a small sound that a human would normally ignore.

Coloration follows the patterns found in domestic horses, with the most common color being a brown bay (brown body with dark head hair and tail), and the least common being true appaloosa and palamino (unless one counts the albino, which is extremely rare). As with horses, head-hair color and tail color are the same in most cases. It is not uncommon, though, to see a centaur with white and black head hair (in the case of a piebald or a skewbald), a phenomenon that never occurs among humans.

The upper and lower parts of a centaur generally correspond in color and build so that a stocky, red-haired centaur is stocky and reddish in both hominid and equine halves, and a thin, black-haired centaur is thin overall and has black fur on the lower torso and legs. Hair color does not have to match skin color. Pinto coloring, for instance, does not extend to a centaur's skin, and some tropical centaurs are solidly black or brown above, though their lower bodies are striped black and white. Most centaurs tend to show a certain resemblance to local human and equine populations.

Centaurs can touch the ground with their fingers without bending their knees. The region of the withers and lower hominid back is of marvelously sound and flexible construction, with powerful muscles, strong ligaments, and an odd but effective set of vertebrae. The rest of the centaur body is also surprisingly flexible, much more so than that of a horse. It is not difficult for a centaur to braid his or her tail.

Centaurs have two hearts, one in the upper body and one in the lower. Each is about three times the size of a human heart, and they beat together in a slow but powerful rhythm. There is also a pair of lungs in each chest cavity, though the lower pair is mostly a bellows for the peculiar but efficient upper respiratory system. The chests of a centaur expand and contract in unison.

The overall construction of the centaur body is such that it is less vulnerable to injury than that of a human. Most of the major organs, such as those of the digestive system, are carried underneath the lower torso, where they are less easily reached by an enemy and well protected by less vital tissues. Many, such as the liver and kidneys, are proportionally smaller than in humans (as is common in larger creatures), and are therefore less likely to be hit. The area that appears to correspond to the vulnerable human abdomen is mostly composed of fat and muscle, with equivalents of the human windpipe, jugular vein, and such buried deep within it. All this makes it difficult to score a telling blow on a centaur. It also explains why damage from a small weapon is so much less serious than that done by a weapon that reaches the vital areas of such a large creature.

There are some less favorable effects of a centaur's weight. The bones and tissues of large creatures are proportionally weaker than those of smaller ones (strength does not increase as quickly as weight) so that a centaur will take + 1 on each die of falling damage it suffers.

Birth and aging

The equine body carries the reproductive organs. The fertility period of the females is monthly, but conception is most likely in spring or early summer. The gestation time is 11 months, but pregnancy is not so burdensome for a female centaur as it is for a human woman, and birth is easier and safer for both mother and child. There is usually only one foal, but twins are possible. The umbilicus is so attached that a centaur's navel is on the upper torso.

At birth, a foal's human portion is roughly equivalent in growth to a 4-year-old child. A newborn centaur is at first covered with a coat of fine hair, with a few longer strands on head and tail. Within two months, it will lose its downy covering and begin to grow fur on the lower torso and legs. Centaurs can stand within an hour of birth, and by the time they reach the age of two years can run as swiftly as a grown man. Most learn to talk by their first birthday. Mothers kneel down to nurse their young (their mammary glands are on the upper torso, just like humans), and must do so often; young centaurs have great appetites. In some societies, the diet of the infant is supplemented with milk from domestic animals. Centaurs are not fertile either with humans or with horses.

Centaurs have a slightly extended lifespan compared to humans, as the following table shows (see p. 13, *DMG*).

Child . . . . .	0-14 years
Young adult . . . . .	15-19 years
Maturity. . . . .	20-40 years
Middle age . . . . .	41-75 years
Old age . . . . .	76-95 years
Venerable . . . . .	96-135 years

Centaur children are called foals; specifically speaking, a male child is a colt and a female child is a filly. Mature adult males are stallions; mature females are mares.

Adult status in a herd is usually granted at the age of seventeen for females and nineteen for males. Centaurs age gracefully, remaining active and healthy until the last year or two of their lives.

### Diet

Though they weigh six times what humans do, centaurs need only four times the nourishment. Larger creatures eat less, pound for pound, than smaller ones, as any human that has been host to halflings is well aware. Still, finding enough food can be a serious problem for the omnivorous centaur (see "Hunting and farming," below).

Though they have powerful jaws and high-crowned molars, centaurs are not suited to eating such coarse and abrasive fare as grass, twigs, tree bark, or leaves. This does not prevent them from consuming large amounts of fresh or dried alfalfa, dandelions, raw turnips, peas (along with the pod and vine), various seedy and bitter fruits and berries, acorns, and a broad range of other foods unpalatable or undigestible to humans, as well as less difficult fare. Grains, particularly oats, are eaten as a staple food. Fresh milk, cheese, and milk products may be taken in great quantities, especially by young growing centaurs.

A healthy adult centaur eats roughly the following amounts (by body height in hands):

under 12 hh.....	.14-16 lbs.
12-13 hh .....	.16-19 lbs.
13-14 hh .....	.19-22 lbs.
14-15 hh .....	.22-24 lbs.
15-16 hh .....	.24-26 lbs.
16 + hh .....	.26-28 lbs.

In an ideal centaur diet, approximately 50% of the above must be concentrates, of which 30% should be meats and 70% oats, barley, maize, split beans, and other vegetables. The remaining 50% of the diet should be bulk: hay, alfalfa, chaff, bran, sugar beet pulp, oat straw, and the like. In an average day, a centaur must drink 5-12 gallons of water or other fluids, depending upon its size. Fair quantities of salt are also desired.

The digestive system of a centaur is suited to this varied diet, and has both human and equine aspects. The stomach is relatively large, as in humans, so that meals can be taken more infrequently and in larger amounts than with horses. Centaurs can eat meat and other fatty foods because, unlike horses, they have a gall bladder, which aids in the breakdown of fats. On the other hand, centaurs have a fully developed horselike caecum (equivalent to the non-functional appendix of humans) which permits the digestion of rough, fibrous foods. With such a system, it is not surprising that centaurs actually enjoy tough

foods, or those with exceptionally bitter or sour flavors, as well as foods humans enjoy.

### Behavior and psychology

Though centaurs are quite similar to humans in outlook, the major physical differences between the two create significant differences in behavior. Humans tend to overstate these and confuse real differences between centaurs and humans with those associated with the usual centaur way of life. Most commentators are townsmen, and do not realize how similar the horse-folk are to human nomads and tribesmen. They are also prejudiced by the physical appearance of centaurs. Observing their half-bestial bodies, they attribute to them a beastly nature as well. A centaur's ready reply to this would be that centaurs do indeed partake of the nature of both man and horse, combining the best aspects of both.

The true nature of centaur psychology and its relation to human ways of thinking are best seen by less partisan races. If asked, an elf will point out that (like humans) centaurs are rough and boisterous, coarse of manner and feature, dimwitted, unappreciative of subtle jokes and song, that they eat and drink to excess, and that they are impatient and irascible. A dwarf might add that (like humans) centaurs are unruly, shortsighted, and short of memory, that they are unable to devote themselves to a task, and they quail before difficulties. Other nonhumans give similar reports, and so the similarity of centaur and human minds can be regarded as established. It is the ways in which centaurs and humans differ that are of interest.

Centaurs are self-willed to the point of stubbornness, and some are even more individualistic than uncivilized humans. They have little regard for custom and precedent, and have few laws. Often, they are seen as liars because they are apt to abide more by the general spirit of an agreement than by its particular terms, and will abandon it altogether if keeping it seems harmful to themselves or others. Few centaurs are good either at ruling or being ruled. They do not practice slavery and are themselves rebellious as slaves or serfs. Like elves, they are unlikely to treat others differently because of higher or lower station. Such behavior is often offensive to other races, and combined with a centaur's casual contempt for law and tradition, and its natural stubbornness, this trait has proved unfortunate on more than one occasion.

Perhaps the same bulk and strength that make centaurs so independent also give them the security to deal openly with the world. Centaurs are poor liars, and poor at discovering a lie. Literally big-hearted, they frown on such traits as jealousy and dishonesty, and place great value on an open and generous character. This does not mean that thieving is unknown in centaurs, but it does

mean that if they practice banditry, it will be entirely aboveboard, and the victims will probably not lose more than they can afford. Centaurs are generally too good-natured to plot serious harm except in warfare.

Misunderstandings sometimes arise, however, from centaur concepts of ownership, which differ from those of humans. Centaurs have a low regard for money, and give or take it freely. Also, while they understand ownership of individual items well enough, they do not recognize claims of land ownership unless the land is actually in use. They have little regard for national boundaries. Centaurs are known to break down fences and destroy or deface boundary markers, if they find such things on land they are accustomed to wandering over.

Intangible and abstract things have little hold on centaurs, not for lack of understanding but for lack of appreciation. They prefer direct and earthly things, such as food and drink. They are lusty, their games involve running or wrestling rather than thinking, and their jokes are more often practical than verbal. Gold and jewels are considered for their looks rather than for what they can buy, and are easily traded for something more directly appreciable if their novelty wears off.

Modesty is an intangible for which centaurs have no use, and they enjoy amusing themselves by embarrassing non-centaurs. Because they are so large, centaurs have no room to be shy. They have no discomfort regarding nudity, and prefer to remain uncovered whenever the climate permits. Breeding is a natural part of life; although a mare and stallion will usually carry on such activities in private, they are not disturbed or shocked if they are watched.

The human view of centaurs and their drinking habits is a distorted one, due to the fact that the most commonly seen centaurs are young males who are in town on holiday, squandering their money at the wine merchant's, brawling, and staggering up and down the streets and in and out of houses and shops. The behavior of these fiery young stallions away from their band is hardly typical, but the fact remains that centaurs appreciate drink more than humans do, and are strongly affected in proportion to their weight. Once drunk, a centaur remains so for a long time — a result of its large size. If it were not so expensive a habit, there might be a good number of four-legged alcoholics. Centaurs are attracted to a number of other drugs as well, most notably tobacco. Though smoking is not uncommon, most prefer to chew cured tobacco leaves, which are considered a great delicacy.

From their earliest years, centaurs are accustomed to standing on their own four feet, and they do not enjoy riding or being carried. They are particularly suspicious of boats, and would certainly only trust to an

animal to pull them somewhere as a last resort. The need to keep their feet firmly on the ground and to be able to move swiftly means that centaurs dislike unstable ground, heights, and dark or enclosed spaces. They do not like any sort of uncertainty, preferring to control as much of their situation as possible.

Humans have a number of stories illustrating the violent nature of the horse-folk, but centaurs are in fact no more violent than other races. What makes them seem so rough is that they often overestimate the robusticity of non-centaurs. Horseplay is common with centaurs, and they are baffled when others are reluctant to join in their games.

A centaur's faults are likely to be those of excess — too much love for food, drink, or other pleasures, too emotional a response, too volatile a mood. In this, even sophisticated centaurs resemble some human primitives, acting without thinking and trusting to strength instead of wit.

As centaurs are fiercely independent and prideful creatures, affront can be taken in all the manners common to humans (e.g., suggestive comments regarding ancestry, insults regarding family relations, etc.), as well as a few common only to centaurs. Any insult regarding a stallion's virility is sufficient reason for an immediate duel, possibly even a fatal one. A stallion is also very protective of his hindquarters, and is apt to kick first and ask questions later. It is decidedly unwise to pat a male centaur on the rump unless he knows you very well. Rude remarks about one's tail, as noted elsewhere, can also prove hazardous.

### Society and communities

Assertions that centaurs are completely lawless are false. Nonetheless, it is true that most centaurs know little permanent organization larger than bands of less than a hundred adults. This may be just as well, as any adult is allowed a say in tribal decisions, and usually has a long one. Few things are settled without shouting and confusion. Fortunately, the majority of a herd will usually follow the advice of one or two individuals best informed in the matter, most often either the warchief or the matriarch or both. The warchief is simply the most skilled and popular warrior, whose advice has been useful in the past. The rest of the centaurs will follow his lead in war, and he settles disputes over cattle or quarrels between males that might otherwise come to a duel.

The matriarch is simply the most respected female, often the chief cleric of the tribe as well. The others turn to her for judgment in more serious matters, such as where to seek water in a drought, whether to wage war, or how to settle a dispute between households. It is in the nature of centaur life that males less often live to gain wisdom and lore, and so the opinion of the matriarch carries great weight. Centaur

tribes of more than a hundred members tend to fragment due to a duplication of leaders, so there will seldom be more than one warchief and one matriarch in a herd.

As with human nomads, there are nearly twice as many females as males in many centaur communities, due to the hazards of the wilderlands. Still, because centaurs are polygamous, there may be some males with no wives and others (the most wealthy or otherwise popular) with many. Centaurs being as they are, this presents fewer problems than might be imagined. The custom of polygamy persists in more settled regions, where there may be large numbers of unattached males as a result.

Most centaur males attend to herding, warfare (necessary and otherwise), hunting, and destruction of dangerous predators. Females perform many basic crafts of the community, from weaving to smithwork, calling on the stallions of the herd to help with the heavier and simpler tasks. Young fillies may wander, but females with young children remain near the settlement or encampment, and the rest of the tribe is very protective of them. Some centaur bands are dangerously close to extinction, with fewer than eighty members to set against the hundreds of humans, demihumans, and humanoids. Because they are polygamous and have flexible mating customs, the centaurs can afford to lose a few males, but childbearing females and their foals are precious. Strangers, even friendly ones, are likely to count fewer children than there are, the balance having been hidden. Centaur mares are considered equal despite their protected status. This is partly in the nature of centaurs, but the major reason is probably that female centaurs are more nearly equal to males in strength and speed than is so with humans. Female centaurs are as likely to have potter's wheels, smithies, looms, and the like from their mothers, just as males are likely to have received cattle or other livestock from a father. The females hold most of the dwellings in a community, but the lone males may construct places of their own if they do not live with a parent or sister.

Though small bands of centaurs are often nomadic, larger communities may build homes, rather than seek shelter in caves or under trees. The largest such communities may consist of about 100 individuals, with 20-30 homes. Centaur villages, whether temporary or permanent, are haphazard affairs. Houses and tents are placed at the whim of their owners, and new buildings erected without reference to any overall plan. Centaurs of the forest usually build permanent structures, with heavy logs or planks set solidly on stone foundations. These buildings are long and rambling, with high ceilings, wide doorways and large rooms. They are well ventilated (drafty is the term most humans would use) and have hard clay or wooden floors, strewn with sand or straw. Storehouses, forges, smoke-

houses, and barns are separate structures, usually of similar design. Centaurs of the plains live in sod huts or in large tents, depending on the permanency of the settlement. If a blacksmith shop is not available, the centaurs will trade for such services from others with pelts, leather items, woodwork, food goods (such as grains), or their own considerable labor capacity.

There is little furniture even in permanent centaur homes; usually only a few high tables (centaurs eat standing up) and a few straw mats for comfortable resting are present. Any other possessions are kept clear of the floor, hanging on the wall or resting on high shelves or in cabinets. Centaurs will go to considerable trouble to decorate their abodes; tapestries are not uncommon, and any member of a household might decide to carve a post or paint a wall of the dwelling in leisure hours. Decorative floor coverings are unknown, since these would be soiled with mud and dust in short order.

Centaurs of the plains and grassy hills are primarily pastoral, and, like all centaurs, are expert in determining when to move their herds so that the pasture will be sweet and full when they return. They are contemptuous of humans, who seem unable to use an area without overgrazing it or moving more often than need be. Grassland centaurs also hunt, and gather whatever wild plants and fruits are available. They may tend plots of grain and vegetables, visiting them only a few times between planting and harvest, but much of their grain they get in trade or warfare.

Sylvan centaurs are fewer but more civilized, as their contacts are more with elves than men. They depend on hunting, but they also grow crops and keep livestock. Their fields are small but very well kept, usually pastures or hayfields for their herd animals or small plots of oats or vegetables. Their livestock they keep well hidden, for what little they have they can ill afford to lose. Visitors, seeing the lush and carefully managed fields close at hand, may be forgiven for mistakenly concluding that the rich grasses in them are intended for the centaurs themselves.

Centaurs keep few domestic animals other than cattle, sheep, or sometimes goats. They are often uneasy in the presence of horses, and regard them in much the same way humans regard monkeys, though with less interest. They find the sight of horses pulling burdens or carrying riders disturbing at first, and are angered at any mistreatment of them. The thought of eating horseflesh is abhorrent to them, just as many humans would not sample a stew if they saw a monkey's hand floating in it. Most centaurs like cats, and use them to keep storehouses clear of rodents. However, they dislike dogs, which they find annoying. The sound of barking is unpleasant to centaur ears, and they react strongly to having their heels nipped.

Finding food enough to support a herd is a time-consuming task. Some groups of centaurs have a large area of land which is carefully farmed, providing the bulk of a herd's nutritional needs. The older colts (led by the best hunters from among the stallions, or even by exceptional mares) also go on regular hunting forays during the greater part of each year.

While a centaur farmer is stronger than a human and needs no beast of burden, he is still not four times as good at farming, as is necessary. Though centaurs can eat rougher food, they must work longer hours and hold more land than smaller farmers would, to feed themselves adequately. Worse, the farmland that supports one centaur can support four or more of almost any other intelligent race. They are threatened not only by starvation, but by sheer numerical aggression by human, demi-human, and humanoid tribes.

Finally, settled centaurs lose an important advantage over potential enemies unless their fields and houses are well-hidden: that of mobility. Centaurs less tied to a locale can always flee before superior numbers if all else fails. Unfortunately, farming supports the greatest number of inhabitants on any rich, tillable land, and so centaurs have retreated into the still uncleared forests or onto land that is more difficult to plow.

Centaurs are well suited to hunting, gathering, and herding, activities that permit them to take advantage of their speed and range. It does not matter so much that they need more ground if they can cover it more swiftly. If they tend fields, they are less dependent on them, since if they cannot grow or gather enough vegetable food, they can always trade for it with the surplus from their herds, or raid the granaries of hostile settlements. There is a price to be paid for this safer and more prosperous lifestyle, in terms of isolation, but with their mobility, centaurs can make contact with other races as they please.

In areas heavily populated by centaur tribes, annual or biannual festivals may be held, in which each herd sends a group of representatives made up of its finest athletes, artists, warriors, and leaders to the Gathering of the Great Herds. This is held in whatever area the Stallion of the Great Herds happens to call home, and consists both of a week-long political meeting as well as an athletic and artistic contest among the best the centaur race has to offer. At every third Gathering an election is held, with each herd having one vote, to elect a new Stallion (the capitalized form denotes the Stallion of the Great Herds). The candidates are chosen from amongst the very best of the herd warchiefs. The votes are then cast and the winner is the warchief with the greatest number of votes.

In the past, it has occasionally occurred that two stallions of equal merit have received an equal number of votes. The traditional procedure to determine the winner in

such a situation is by a pull-off, in which the two centaurs are harnessed together and must attempt to pull the other across a line. Once the Stallion of the Great Herds is elected, it usually follows that his entourage of females increases in number and that his particular herd grows in status, receiving better prices from the other herds for its goods, etc. The Stallion is empowered to make certain (often minor) decisions regarding the affairs and policies of the entire centaur population, as well as being required to settle disputes between herds and to handle interpretations of the herd law that can not be taken care of by the lesser herd stallions.

Although all centaurs are of a generally independent nature, they will risk everything for the benefit of the herd. This apparent contradiction has confused researchers for many years, but it makes good sense for the survival of the race. A centaur who one day stands in direct opposition to his herd stallion will the next day give his life to save that same stallion.

### Centaur law

Herd law is an unwritten code that varies from herd to herd. Justice is usually administered by the matriarch and is executed by the herd warchief. As the rules are unwritten, a discussion of them can only be general at best.

In a few herds, it is a crime to insult frequently any individual herd member. If a centaur is convicted of this, the maximum sentence is tail shearing. Cropped tails are often much in evidence after council meetings, unless this rule has been temporarily suspended.

The drawing of a weapon against a herd member by an outsider, except in self defense, is a crime punished by expulsion from the herd environs. Use of a weapon by one herd member against another carries a maximum sentence of permanent expulsion from the herd environs, unless the offense was premeditated (which they rarely are). Attempted murder of a herd member is punishable by a maximum sentence of sterilization. Murder of either a herd member or an invited guest of the herd is punishable by death.

The breeding of underage herd members with other underage herd members is usually punishable by tail shearing, but not by anything worse. However, the breeding of underage herd members by full herd members is a crime punishable by sterilization. A full stallion caught breeding with a filly (underage female) will be castrated forthwith, the only recourse being a decision by the herd stallion saying that the situation (drastic decline in population, etc.) necessitates early breeding.

Hoarding of food or supplies needed for herd survival is punishable by expulsion or restraint from breeding for as much as five years. Surprisingly (especially considering the drives of a normal stallion), if it is

decided that a particular stallion has committed a crime and cannot breed any mares, he almost certainly will obey the decree. Perhaps the fact that castration awaits the breaker of such a decree has an effect, but that is difficult to say.

Although centaurs do not lie, they find nothing wrong in "not telling the whole truth." Such editing allows a centaur to avoid situations that could be dangerous to life or limb, and is quite acceptable as long as the guilty party is not caught. This, of course, applies only to normal situations; in a court of herd law, the telling of a partial truth is serious indeed, and is usually punished by the shearing of the offender's tail. A centaur would never, except in dire situations, avoid the full truth when talking to a friend unless that truth would cause needless emotional harm.

### Appearance and grooming

Like many humans, centaurs take great pride in their personal appearance. Many decorate the upper torso with paint, and wear carved trinkets of ivory, of bone (such as from giant or ogre teeth), or of precious metals. Clothes, usually only worn to protect the upper torso in cold weather or as a handy place from which to hang tools, are elaborate and brightly colored, and look as if their primary purpose were decoration. A shiny coat of fur brings high status, and even the poorest centaurs take care to comb their hair. Males are, if anything, worse than females in this regard, having a beard to attend to as well.

The tail of a centaur, both among the stallions and the mares, is an object of pride often bordering on vanity. A long, flowing tail, with or without braiding or other decoration, is the envy of the rest of the herd. "Muddy-tailed" is a common centaur expression for anything ugly or poorly kept. Pulling a centaur's tail is a grave insult, and to make degrading comments regarding the length, color, fullness, etc., of a centaur's tail is a sure way to start a fight. On the herd level, many stallions who commit crimes are punished by having their tails docked (as noted elsewhere above). There are only three greater punishments: banishment from the herd, castration, and death.

Male centaurs have a unique custom which bears mention. If a compatriot at arms is also a good friend, a centaur will cut a small piece of his tail hair and bind it to a leather thong (or whatever material is available). When worn by a friend, this signifies that the individual will be protected to the utmost by the giver of the token, and that the giver will avenge his death if ever it should come to that. Usually, this act, called "sharing the tail," occurs with each centaur giving the other the token as described above. On very rare occasions, such tokens have been shared between centaurs and those of other races, in which case the non-centaur will use any available body hair of sufficient size to be seen. The sharing of the

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tail occurs only between two comrades at arms, and is perhaps the strongest commitment a centaur can make.

A centaur values its hooves almost as much as its tail. The race is very protective of legs and "feet," and individuals are apt to be upset if a stranger touches either. In the same manner, centaurs insure that their hooves are well looked after and usually find a partner in the herd who is willing to cooperate both with hoof care and grooming. Some centaurs, especially adventurers, hire their own squires to look after such details.

Hooves should be trimmed by a knowledgeable person once every two months. This is sufficient on soft ground, but galloping about on stony surfaces is an invitation to disaster. Continual movement over paved or rocky ground will wear down the hoof faster than it can grow. In addition to the minor discomfort from this, there is a 1% cumulative chance per day of hard-road travel of developing an injury that will keep the centaur off his or her hooves for 1-4 weeks. This time cannot be shortened, unless some sort of **regeneration** magic is used, since cure **wounds** spells will not repair the hoof's nonliving nail-like material. The solution is to wear horseshoes.

Good farriers are hard to find, though there are many poor and mediocre ones. Many lands will have poor shoeing customs, and some may be entirely ignorant of metal shoes despite a substantial material culture. The latter should not be a problem unless the centaur strays beyond the vaguely medieval-Europe culture in which most AD&D campaigns are set, but the former will be hard to avoid. A centaur will be able to tell if a shoeing is improperly done, though what might be done about it is another matter.

If all shoes stay on, reshoeing will be required once every 4-6 weeks because of hoof growth and the wearing of the shoe itself. A centaur will know immediately if a shoe is thrown, but unless it is reattached or the other shoes removed, movement will be awkward. In cities and along hard roads, there is a 1 in 6 chance per week of throwing a shoe. On rough or rocky ground, the chance is 2 in 6, and elsewhere there is a 1 in 8 chance per week of losing a shoe.

### Origin and history

Sages have debated for ages on the origin of centaurs. Were they the result of magical experimentation by an ancient mage? Not likely. Could they have come from the mating of a human and a horse? Jesters think so, but this, too, is not likely. Learned clerics and sages have conferred with their centaur equivalents to seek an answer to this question, and the following hypothesis seems most reasonable.

Sages believe that there existed a universe of pure thought, from which the earliest gods originated and from which the energy

to create the many planes and material universes was drawn. In this universe of thought existed pure forms representing all basic things, whether they be chairs, trees, humans, or horses. It is possible that some of these pure thought-forms mixed together when the first gods were created, and this produced a centaur deity (Skerrit), who then proceeded to create the race of centaurs in his own image. Centaur herds were then established on a multitude of worlds, as were humans and other creatures.

Whatever their genesis, centaurs have existed from the time of the earliest records. Once they were common, and sizable communities farmed the rich river lands, but with the multiplication of humans, humanoids, and other hazards, their numbers have been reduced, and they have been driven out onto the plains and into the hills and forests. Now they have begun to grow again in number, especially in peaceful alliance with humans or demi-humans.

If centaur fighters and rangers (see below) are present, they may be either individuals trained in dealing with non-centaurs, or those who have broken with centaur fighting methods to take up foreign ways. Other centaurs than the rare character-class types have begun to appear in the outside world. Those knowledgeable in herb lore are well known, and more accessible than their elven colleagues. Centaur farriers are much in demand, as they are often highly skilled in their craft.

### Religion

Skerrit is the major deity of the forest centaurs, as he is of many of the sylvan peoples. The horse-people often adopt non-centaur gods as well, particularly human or elven ones. Of those listed in the Legends and Lore volume, members of the Greek, Celtic, and American Indian pantheons are most appropriate, particularly Pan, Dionysus, Poseidon, Hastseltsi, and Silvanus. Of those in the **WORLD OF GREYHAWK™** Fantasy Setting, Obad-hai is an obvious choice, but Ehlonna, Fharlanghn, and Olidammara are also suitable.

Centaur also have various minor deities and demi-deities of their own. These include Naharra (goddess of fertility and love), Fanthros (god of the sky and weather), Brilros and his sister Linroth (twin demi-deities of strength and speed), and others concerned with health, singing, cattle, and other important aspects of centaur life. The few evil centaurs in existence tend to worship one or another of the demon or devil lords. Centaur clerics and druids are greatly respected in the community. Centaurs spend considerable time in worship, but do not fashion expensive temples or altars. Religious ceremonies feature singing, dances (often wonderfully complex), contests of skill, and a concluding feast.

### Interspecies relations

In the world outside the herd, a centaur will more often than not be hampered not only by limited charisma (see the section on centaurs as characters), but also by the general reaction of humans and others toward his race.

Centaur: preferred (P)  
Dwarves: neutrality (N)  
Elves: goodwill (G), or preferred (P) for wood elves  
Gnomes: neutrality (N)  
Half-elves: tolerance (T)  
Halflings: neutrality (N)  
Half-orcs: antipathy (A)  
Humans: neutrality (N)

The reaction of centaurs to other races is the same in most cases, except that centaurs tolerate (T) the smaller and less aggressive gnomes and halflings, and the centaurs hate (H) half-orcs and their kin.

Many intelligent creatures are intimidated by the size and careless strength of centaurs, and by their apparent wildness and lawlessness. As more than one human has remarked, centaurs don't just step on corns — they break toes. The more flexible and tolerant groups are able to see that they usually mean well, and harm others only by accident, but such understanding peoples are rare.

Despite their similarities, or perhaps because of them, humans and centaurs do not always get along well. Centaurs think of humans as greedy, touchy, and by nature tyrannical and servile. Humans are less than pleased to see centaurs on the horizon because of their reputation for violence, as seen in many stories. Even more common ~~and less believable than accounts of centaur~~ violence and drunkenness are tales of the abduction and rape of human women by centaurs. These fables probably have more to do with human fears and preoccupations than centaur behavior, but they may have some basis in a centaur's idea of a joke. To carry off a woman (and later release her unharmed) would be just the sort of rough jest that is considered the height of wit and humor among centaurs. Despite occasional incidents, centaurs can and do exist peacefully with humans, though this is most likely where the two lead largely separate lives and where the humans involved are not farmers or townsmen.

Dwarves and centaurs regard one another with mixed feelings, but perhaps because they seldom meet there is no open hostility. Dwarves are scornful of the centaur disinclination to hard work, and centaurs dislike dwarves for their greed and lack of humor, but neither bears the other any lasting grudge. Centaurs have never succumbed to gold fever and tried to raid a dwarven settlement, as many other races have. This may have more to do with the relative sizes of dwarf and centaur populations than it does with the centaurs' merely passing **interest in precious metals, but in any case** it has prevented a complete souring of relations.

The small demi-humans, gnomes and halflings, are not disliked or distrusted by centaurs, as they are less numerous and greedy than certain other races. However, the attitude of these people toward centaurs is somewhat cool. The small folk are even more distrustful of centaur size and strength than are the tall humans or the short but powerful dwarves. Too often, centaurs have trampled gardens, caved in burrows, or thrust smaller folk aside by main force. That such incidents are the result of carelessness rather than malice does not make them any less traumatic, and they are not forgotten. Halflings in particular are wary of centaurs and will usually hide and wait for them to go away.

It is elves, particularly wood elves, that get along best with the horse-people. They are similar in their individualism, their love of feasting and drinking, and their appreciation of nature. Centaurs are less finetempered than elves, quicker to take offense or to forget a quarrel, and more apt to be rowdy and bawdy. For this reason, they associate most closely with the more rustic wood elves, though most elves have a liking for centaurs and are willing to overlook their faults. Perhaps because of their long lifespans, it is in the nature of elves to regard other races as children, and so while centaurs are regarded affectionately as stubborn and overactive but basically good-natured children, humans or certain others are seen as spoiled, sullen, and ill-mannered children. For their part, centaurs prefer the tolerant and unaggressive elves to the greedy and oversensitive sorts.

There is one race of elves that does not love centaurs, though the horse-people have long forgotten it. In ancient time, when the elves drove from their number those of evil disposition, the centaurs aided the elves of light, the better-natured elvenfolk that remain in the sunlit lands. The elves of darkness, the drow, have not forgiven or forgotten this. Only one of their generations passes for each five of centaurs, and the drow are unwearied in hate. Few drow have even seen a centaur, but it is said that the dark elves plot for them a revenge no less horrible than that they would visit on the elves and faeries of the upper world.

It is the humanoids and other evil humanlike races that present the most obvious threat to centaurs, particularly the more numerous and well-organized ones. Giants, trolls, and ogres are generally too rare or too poorly organized to be more than occasionally dangerous. Centaurs may outweigh them, can often outfight them, and can certainly outrun them. Gnolls and bugbears are a more serious problem, as they are more numerous, but the real danger is from humanoids of lawful alignment: orcs, kobolds, goblins, and hobgoblins. These races hate and fear the powerful and swift horse-people, all the more so for their association with elves, and they find centaur slaves intractable. They have therefore carried out

a campaign of extermination, killing and eating any centaur they can catch. These creatures are more difficult to avoid than the occasional band of giants and ogres, and with their organization are more dangerous than a rabble of gnolls, which might not have the persistence to hunt down a centaur tribe.

While centaurs hate these humanoids with a passion and intensity matched only by that of the dwarves, they have never waged extended wars against them. They are not so well organized as humans, or so long-lived and foresighted as elves, nor do they have the iron determination of the dwarves. Worst of all, they are less numerous than any of these peoples. Nevertheless, the bitter strife between centaur and humanoid accounts for the reaction of centaurs to half-orcs or to even faintly orcish-looking humans. Most half-orcs dislike centaurs, if for no other reason than that a centaur is difficult to bully.

Satyrs are particularly well disposed toward centaurs, and often ally themselves with centaur tribes. For reasons not fully understood, titans are also especially friendly toward centaurs on those rare occasions when they meet them. Pegasi are on good if somewhat distant terms with centaurs.

Like all intelligent quasi-equine beings, centaurs are at continual war with worgs, winter wolves, werewolves, and the like. Few natural predators will attack a full-grown centaur, though large packs of wolves or particularly hungry big cats are sometimes a danger. Griffons and bulettes are a greater threat, as they are harder to kill and more avid in their pursuit of equine flesh. Centaurs will always slay such animals if possible, and griffon feathers and bulette teeth are popular decorations with centaur warriors.

### **Centaurs and warfare**

Centaurs are superior in many sorts of common labor because of their strength and ability to carry large loads. Most sought after by some human societies, though, are centaur troops.

A charge of centaur cavalry is much feared, and their archers are famed for the power of their bows. Where they are allied with 'the halfling folk, they can carry the smaller ones to battle in large panniers so that the halfling archers are not in danger of being overrun by heavier troops. Centaurs are often employed as scouts in conjunction with elven or halfling riders, a combination that permits stealth or speed as necessary. Though they are good mounts, centaurs will usually only carry a friend, and even then most will balk at the idea of a saddle. On rare occasions they will consent to carry human foot soldiers. Those centaurs trained in them are very good with siege weapons, since they need no draft animals to draw them onto the field.

Valuable as they are, the horse-folk are difficult to find in numbers unless there is a major humanoid threat. If recruiters know where to look, though, they may be able to find small groups of unattached young males, eager for action, pay, and the prestige that comes with it. Another problem with centaur troops, but one that is less easily solved, is that they are difficult to keep in order and likely to charge before the proper moment. They are also next to useless on either side of a long siege because they eat so much and tend to lose interest in a contest if inactive for more than a few days.

### **Centaurs as characters**

Despite certain limitations, the centaur character is a workable and enjoyable alternative to the standard set of humans and demi-humans. If properly handled, the race does not unbalance a campaign. On the contrary, a centaur is a valuable addition to the group he or she joins. The benefits of a centaur's unique characteristics go as much to the party as a whole than the individual. For example, a centaur's size and speed may be used to good effect. One of the more unfortunate situations in AD&D gaming comes when a party must flee from a swift and dangerous foe. Too often devils take the hindmost, the shortest-legged or otherwise slowest members of a group. With a centaur present and cooperative, however, small demi-humans need no longer fear abandonment, and the wounded may live to fight another day. On a centaur's back these bold adventurers can make a strategic withdrawal at maximum speed.

When not carrying fellow adventurers, centaurs can use their great carrying capacity in transporting equipment or treasure. They are harder than mules for this purpose, and more polite in their refusal to be overburdened. Lastly, centaurs are very good at opening doors and impressing large foes. Even those DMs who feel compelled to follow the official rules closely may at least wish to include centaurs as NPCs.

### **Classes and statistics**

Warrior centaurs may be fighters or rangers. In either event, advancement is limited as follows. Centaurs of 16 strength or less are limited to the 6th level of fighter or ranger ability; those of 17 strength may reach 7th level, and those of 18 or better strength can advance to a maximum of 8th level.

Centaurs may become clerics or druids if they have exceptional ability scores. As clerics, they are limited to 3rd level, and those in the druid subclass may reach 2nd level. Centaurs can never be magic-users of any kind. They can be multi-classed fighter/clerics, fighter/druids, or ranger/clerics.

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A centaur character starts off with one extra hit die of the appropriate sort. Thus, fighters will have 2d10, rangers 3d8, and clerics and druids 2d8 at 1st level. This extra hit die is retained, so that a 4th-level centaur fighter will have 5d10 hit points.

All centaurs have two virtually independent types of physical strength. First, there is the strength inherent in the human part of their body, which is consistent with normal human strength. This strength score is used for determining damage from hand-held weapons attacks, and for granting additional encumbrance carried. Feats performed by the hands, such as bending bars apart, would also be determined by this first strength score.

Second, there is the strength of their equine halves, which is the same as a horse of similar size and constitution. This second type of strength is often ignored by humans, who are then surprised at what centaurs can do. Few humans could even budge a thousand-pound block of stone, but with proper harness most centaurs could move it about with relative ease by dragging it along the ground. Weights of up to one ton (for a large, 17-hand-high stallion) can be so moved.

A traveling centaur is likely to need one or two hundred pounds of food in order to survive for any length of time in areas where no food can be found. Nature has provided for this by giving centaurs broad, strong backs (see section on movement, below, for information on encumbrance values). There is also the possibility of hitching oneself to a wagon or cart, which may double the amount that can be moved.

Their great weight makes centaurs one strength class better at forcing stuck doors than are other beings of the same strength. Even a 13-strength centaur opens doors on a 1-3, and an 18/00 strength centaur can force a lock or stuck door as easily as a hill giant can.

Strength is determined with 9d6, the best three scores being retained and the rest discarded. A total of less than 13 should be rerolled. The remaining ability scores are determined in the same way as for other characters in the campaign, with the following adjustments: intelligence - 1, wisdom -2, constitution + 1, charisma -2. In addition, maximum and minimum ability scores must be observed, as shown below:

Ability	Males	Females
Strength	13/18(00)	13/18(90)
Intelligence	3/13	3/13
Wisdom	3/14	3/14
Dexterity	3/16	3/17
Constitution	13/19	13/19
Charisma	3/12	3/13

The unmodified charisma score should be recorded, since the penalties and limits to charisma apply only to dealings with non-centaurs. The large size and unusual appearance of centaurs accounts for their

limited appeal to other intelligent creatures. Females are seen as less threatening, and so are not quite as limited in charisma.

### Combat abilities

Unlike humans or demi-humans, a centaur can inflict lethal damage without the help of a weapon, striking an opponent with its two forehooves for 1-6 hp damage each. Using both a weapon and hooves in the same round, however, requires special practice and training. Normally, only centaur warriors have the time to train, though other adults do have some combat training. Just as they do not have the hit dice of other adult centaurs, fighter or ranger characters do not in the beginning have the ability to strike as ordinary centaur warriors do, with both weapons and hooves. They have opted for a more difficult but ultimately more rewarding path, and differ from ordinary centaurs in much the same way as a monk character differs from a man-at-arms: weaker at first, but with greater potential for development.

A centaur character may strike with the forehooves at any point at which a weapon attack would normally be allowed. This attack consists of a thrust with each hoof, and may not be divided between two opponents. It does not allow the character to use his or her strength bonuses to hit or damage, though these bonuses do apply to any hand-held weapon attacks. Thus, a 2nd-level centaur fighter battling against creatures of less than one hit die can attack either twice with a weapon, twice with each hoof, or once with the weapon and once with each forehoof. Skill in hoof use does not count as a weapon proficiency.

Centaur's may also kick out with their rear hooves. This attack replaces all normal attacks during a round. Each hoof inflicts 1-8 hp damage, but is at -2 to hit targets. This attack requires no weapon proficiency to learn, and a double-hoofed kick may be made twice per round.

In most cases, a centaur uses weapons just as any other character would. A centaur does damage equivalent to a human mounted on a medium warhorse if using a lance, scoring 2-7/2-12 hp damage with bonuses for charging as applicable. They may use bows while running, just as a human can shoot from horseback, with a -2 penalty to hit. Finally, a centaur's weight can be used to good advantage if he or she uses a lasso (see *Unearthed Arcana*).

Note that the use of front hoof attacks requires that the centaur have at least 50% of his height in clearance space above his head; that is, a 9' tall (approximately 17-hands-high at the withers) centaur requires about 13'6" vertical space for his front hoof attacks.

Centaur's, like mounted riders, can charge an opponent with a thrusting weapon. At least 50' of relatively level space is required to build up speed for this form of attack. Such charging makes de-

fense difficult, thus raising the centaur's armor class by one, but can result in double damage if a hit is successful. The victim of the charge can only do normal damage, unless he has set a weapon. Setting a weapon takes one round and is only possible with pointed weapons of greater than 2' in length. It simply means the weapon is positioned with its business end pointing in the direction the charge is coming from, doing double damage if it hits the charger.

### Movement

The movement rate of a centaur is in most respects like that of a medium warhorse (18"), with all the advantages and disadvantages that implies, but a centaur has the advantage of intelligence and hands as well as a more flexible body. Normal movement is at 18", and a centaur gets the bonus for quadrupedal movement if he or she charges (p. 66, *DMG*). The rate of 18" can be maintained under loads of up to 4000 gp in encumbrance, plus bonuses for strength as applicable, and a centaur can still move at 9" while carrying up to 6500 gp plus bonuses. Armor may impose an upper limit on movement rate regardless of other considerations, as explained below.

Though they are able to enter typical dungeon areas, centaurs are not ideally adapted to moving around in buildings and diggings made by humanlike races. They cannot move faster than 6" up or down stairs, and are plagued by a host of other problems. Narrow passages, tight turns, steep slopes, low ceilings, and collapsing stairs are just a few of these annoyances, not to mention crowded bars, polished floors, and small pottery shops, and to say nothing of such horrors as ladders and rope bridges. Centaurs may be prevented from entering or leaving an area by local law, physical fact, or nervous inhabitants. No inn will give a room to a centaur anywhere other than in a local stable or barn.

Outdoors, however, centaurs can handle themselves as well or better than donkeys or mules. If unencumbered by a rider, they can move as far as a light riding horse in a day, or as far as a human would, whichever is greater (p. 58, *DMG*). Movement over marshy or snow-covered ground can be tricky, though, particularly over the latter; while humans can resort to skis and snowshoes, there are no equine equivalents.

Climbing is next to impossible, indoors or out. With the help of a crane (or a sling around the rump and a rope to grasp), a short cliff might be ascended, but under no circumstances can a centaur actually pull his or her unsupported weight up using only the arms. Going hand over hand up a rope or chinning on a branch or ledge is impossible unless the feet can get a purchase so as to support some weight. The best a centaur can manage is to hang, and that only with difficulty and for a very short time. Centaurs can swim much better than they can climb, but are not swifter in the water than a human.

Though centaurs don't always like to be ridden, a few don't mind carrying close friends, and warriors may carry an armed rider with a second spear or lance. Centaurs are easier to ride than horses, since there is an upper torso for the rider to grasp. This is just as well, since most centaurs object to saddles. A centaur may alter a harness so as to be able to pull a cart or wagon if he or she so desires. Getting personal transportation, rather than providing it, will be troublesome and expensive for centaurs. Most land conveyances will not carry a centaur in comfort, if they can carry one at all, and small or unstable watercraft will be unsuitable. A rowboat or canoe with a centaur in it will have very little freeboard, if it does not sink outright.

### Armor

Most centaurs go unarmed, since the hide, size, and structure of the centaur body is such that it has a base armor class of 5. Centaurs may wear armor, with results similar to those given for horse barding by Gary Gygax (DRAGON® issue #72 and *Unearthed Arcana*), presented again here. Normal human armor is, of course, of no use.

Type of protection	AC	Weight	Move
None	5	—	18"
Leather or padded	4	170#	18"
Scale, ring, studded leather	3	280#	15"
Splint, banded mail	2	390#	12"
Plate mail	1	550#	9"

Dexterity adjustments and shield use will modify the armor classes listed. Shields have their usual values, but they are less useful for centaurs than for humans, since there is more unprotected space along each flank. No magical armor found will even fit a centaur's upper torso. Magical rings and bracers offering protection will be of great help here.

Armor for a centaur is very expensive, costing almost thrice the normal cost of horse barding. Plate barding can run as high as 3000 gp, chain barding up to 1000 gp, and leather up to 300 gp. The above prices assume a normal-sized centaur. The price is high to allow for special materials needed to make the armor light enough to wear. A centaur of 18 or better hands in height can wear lower quality plate barding, costing as little as 900 gp. One of 17 or better hands can wear lower quality chain, with a price of as little as 500 gp.

### Other considerations

Centaurs are allowed a bonus on saving throws against poison similar to that allowed dwarves (*i.e.*, +1 for every 3½ points of constitution). They gain this bonus because of their size and hardness. This resistance does not extend to any other saving throws other than against death or paralyzation magic.

Centaurs are larger-than-man-size for determination of weapon damage. Up to twelve attackers may engage a centaur foe at once, if stabbing and thrusting weapons are used or if overhand chopping weapons are employed on a first strike. A centaur surrounded by orcish halberdiers is in serious trouble!

Whatever their ability scores, no centaurs will have psionics. If under attack from a *mind* blast they are treated as humans (p. 78, *DMG*).

Disease is, as always, a problem. In monthly health checks, exposure to a human or equine carrier of disease is 50% likely to be significant.

Centaurs have, at best, rural backgrounds, and so will know only alignment and centaur languages in addition to the Common tongue — and they may not be particularly fluent in the latter. Those centaurs dwelling in remote sylvan areas might have learned elven instead of Common, and any centaurs with the capacity to learn another language will likely learn elven if it is spoken in their environment. Centaurs can learn other languages than those they start with, if their intelligence score permits (p. 10, *Players Handbook*).

Centaurs are regarded as lower class, if they have any class at all in human eyes. This is the result not only of their appearance, but of their rustic and unsophisticated upbringing. Because of this, they do not automatically attract followers of any sort. At the DM's option, other centaurs might be attracted, however.

Certain secondary skills are unlikely, given the background of the average centaur. If skills are randomly determined, allow only a 5% chance that a centaur will have some minor skill associated with mining, the sea, or city life. Otherwise, reroll until something more probable is indicated. If a character does have an unusual skill, then it must be attributed to the often unusual history of adventurer types. Common sense and imagination are required in explaining such a past. Experience on the water, for instance, is probably with barges on a river. Treat any result of "armorers" as "farriers" (blacksmiths), a much more likely profession in a centaur herd.

When traveling on hard surfaces, centaurs surprise opponents only on a 1 n 6 chance, because of the sound of their hooves. Straw slippers or cork glued to the bottom of horseshoes will be effective in achieving normal chances for surprise, but will require daily replacement. It is a measure of centaur woodcraft that they can surprise opponents normally in most natural terrain.

The cost of living is high for a centaur. Feeding, clothing, and otherwise caring for a being that weighs between one-quarter and one-half ton is not always a simple matter. The cost of food will be about four times that spent by other characters. Clothing is not always needed, but may be re-

local custom. Vests and shirts in cool weather, with the addition of a blanket in very cold weather, should prove sufficient, and items of such a nature are not too difficult to come by. Any covering specifically designed for the centaur body, however, will be costly — two or three times the price of similar human garb.

Some typical prices for goods a centaur might want are listed below.

Leather armor/barding	. . . . .	.315 gp
Chain armor/barding	. . . . .	.975 gp
Plate armor/barding	. . . . .	.2700 gp
Vest (with pockets)	. . . . .	.5 sp
Food, merchant's meal	. . . . .	.4 sp
Food, rich meal	. . . . .	.4 gp
Rations, iron, 1 week	. . . . .	.20 gp
Rations, standard, 1 week	. . . . .	.12 gp
Horseshoe	. . . . .	.5 cp
Shoeing, per hoof	. . . . .	.5 sp

If centaur characters are included in a campaign, they are necessarily considered to be persons for purposes of such spells as *charm* person and *hold* person. (They are surely persons if troglodytes and lizard men, which are also affected by these spells, are classified as persons.)

A centaur can be resurrected only through the use of a *rod of resurrection* (treat one as an elf for number of charges used), and one may otherwise return to the campaign (although perhaps in different form) by use of a *reincarnation* spell or a *wish* spell if it is killed.

Many of the available magical items in a campaign will be useless or of dubious value to a centaur, for one reason or another. Such items include *potions of climbing* or *potions of levitation*, any substance that must be applied over a character's whole body surface (a centaur needs 3-5 times the amount that a human would).

Other less than desirable magic items for a centaur include a *ring of water walking* (nearly useless if the centaur wants to carry anything), magical boots, belts, robes, and cloaks (none will fit), most magical flying items, and any magical armor (all of which is assumed to be tailored for humanoid frames) except shields.

On the other hand, a centaur will certainly get more use out of such items as magical horseshoes than any humanoid character would — particularly *horseshoes of speed*, possession of which makes it much more practical for a centaur to wear heavy armor.

The material in this article is based on the information available in the AD&D® game books, and on the Greek legends from which other fictional centaurs are derived. The numerous centaurs and centaurlike beings of modern science fiction and fantasy were also a source of inspiration, as was information on horses and humans of the factual world.

Two months ago (DRAGON® issue #103) we presented an article called "The Centaur Papers," written by two very centaur-oriented people from the Great White North, Stephen Inniss and Kelly Greig Adams. As readers will recall, "The Centaur Papers" was a composite article, put together from the two individual articles that Stephen and Kelly had written on the topic. We claimed at the time that "The Centaur Papers" had "virtually everything you could ever want to know about centaurs."

Well, "virtually" should have been "almost."

Jeannie Whited of Rockville, Md., pointed out that the height of a horse is measured in "hands," which indicates the height of the horse at the withers — at the top of its front shoulders, on the ridge of its back. One "hand" is equivalent to four inches; there are three hands in a foot just as there are three feet in a yard. For instance, a 17-hand-high centaur would be 5' 8" tall at the withers. A centaur's withers correspond to the point on its back where the human half of the body meets the equine half.

The two authors also wrote to us with some additional material. Kelly Adams believes that a weight of one-quarter ton for a centaur is rather low, since the average weight for a 14 hh pony is about 700 lbs. Most riding horses are about 1000 lbs., and a horse larger than 17 hh will weigh 1300 lbs., or more.

Stephen Inniss says that the tables for human heights and weights may also be used to generate centaur heights and weights. A centaur is 1.2 times as tall from head to hoof as an equivalent human, and is

about 6 times as heavy. The height of a centaur at the withers is about .84 times the height of an equivalent human. To determine the height and weight of a centaur, roll on the Dungeon Masters Guide tables for height and weight on p. 102 (or use the tables from Stephen's own article in DRAGON issue #91, "Realistic vital statistics.") For example, a height of 6' and a weight of 175 lbs. is obtained. Multiplying these figures by the "centaur factors" yields a height of 7'2" ( $6' \times 1.2$ ) from hoof to head, or about 15 hands high ( $6' \times .84 \times 3$ ) at the withers. The centaur's weight is 1050 lbs. ( $175 \times 6$ ), which agrees very well with Kelly's notes above.

Stephen had several other comments. The quantities of food given in the table on p. 37 of "The Centaur Papers" are consumed on a daily basis. Centaurs would not often eat tough foodstuffs such as hay and straw. Unicorns, like pegasi, are on distant but good terms with centaurs. The starting age for a player-character centaur would be the same as for a human character of the same class. The use of a spear or lance from a centaur's back would be difficult, but we, the editors, feel it is still possible (perhaps with penalties "to hit"). Stephen corrects an example given in the article on p. 44: An 8' tall centaur requires about 12' vertical space for his front hoof attacks.

Stephen has also expanded the Racial Preference Table to include centaurs. In the listings that follow, the letter before the slash indicates the given race's attitude toward centaurs, and the letter after the slash is the centaur's attitude/reaction toward the given race: Centaur, P/P; Dwarf (any), N/N; Dark elf, H/N; Gray elf, G/G; Valley elf, T/T; Wild elf, N/T; Wood elf, P/P; Gnome (any), N/T; Half-elf, T/T; Halfling (any), N/T; Half-orc, A/H; Human, N/N.

Last but not least, Stephen suggests a revision of the upper level limits for centaur characters. He pointed out that all other character classes had at least one class in which they progressed without limit, and the various other bonuses and penalties of being a centaur tend to cancel out.

We (the editors) prefer the use of the limits given in the article in issue #103, since centaurs are not truly human or demi-human in nature and there is no precedent, on that basis, for them being able to rise to extremely high levels. Nevertheless, Stephen's table is presented below, for use by more liberal DMs and their players. It is patterned after similar tables in *Unearthed Arcana*, pp. 8-9.



Ability score	Highest level attainable as:			
	Cleric	Druid*	Fighter	Ranger
14	3	5	U	6
15	4	6 <sup>1</sup>	U	6
16	4	7 <sup>2</sup>	U	6
17	5	9 <sup>3</sup>	U	7
18	6	11 <sup>4</sup>	U	8
18/90			U	9 <sup>6</sup>
18/99			U	10 <sup>6</sup>
18/00			U	11 <sup>7</sup>
19	8	13 <sup>5</sup>	U	15 <sup>8</sup>
20	10	13 <sup>5</sup>	U	15 <sup>8</sup>

\* — Only possible for a centaur having an unmodified charisma score of at least 15 with respect to other centaurs.

In the following notes, "Cha" refers to the centaur's charisma score with respect to other centaurs.

- |   |   |
|---|---|
| 1: Cha 15 required.                           | 6: Con 19 required.   |
| 2: Cha 15 required; Cha 16 allows 8th level.  | 7: Int 14, Wis 15, and Con 19 required; Int 15 and Wis 16 allows 12th level; Int 16 + and Wis 17 + allows 14th level. |
| 3: Cha 16 required; Cha 17 allows 10th level. | 8: Int 17, Wis 18, and Con 20 required.   |
| 4: Cha 17 required; Cha 18 allows 12th level. |   |
| 5: Cha 19 required.                           |   |

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# Hooves and green hair

## Two new breeds for the AD&D® game universe

by Bennet Marks

Satyrs and dryads have a peculiar connection in the AD&D® game universe. They are both members of one species in which the males and females have widely varying abilities and attitudes, and the males and females do not make a habit of dwelling together. The child of a satyr father and a dryad mother is either a satyr or a dryad, depending on gender. Both dryads and satyrs can mate with humans as well, and the children of such unions possess distinctive capabilities and talents. Half-satyrs and half-dryads are usable as non-player characters in many AD&D game settings.

### Half-satyrs

The male offspring of human mothers and satyr fathers are called half-satyrs. These cross-breeds are rare, but perhaps not as rare as many would suppose. Scandalous as it seems, a woman who falls under the *charming* influence of a satyr's pipes may, some months later, find herself with a child whose paternity owes more to music than to marriage. Sometimes even the piping may be dispensed with; in many human communities near forests, one may hear gossip about a woman — naive maiden or bored matron — who meets secretly with a lover in the woods, not caring that he may be something slightly *other* than human.

In addition, the male child of a dryad and a male human will also be a half-satyr, developing all the abilities and traits of half-satyrs. Commonly, the dryad mother of a half-satyr leaves the infant in the care of a nearby human community — either the father's, or a druidic enclave, or some other convenient choice.

In infancy and early childhood, a half-satyr looks almost entirely human. His only distinguishing characteristics are a callousing of the skin of his feet, and a slight bend at the knees which gives him an odd gait. At this age, the half-satyr usually blends into the human community of his birth without difficulty.

However, as he reaches adolescence — generally between the ages of 11 and 13 — the half-satyr undergoes various physiological changes (even more so than his human peers). The calloused feet harden and darken until they more resemble hooves than human appendages. He develops a heavy beard and thick body hair (although not thick enough to be called fur). Finally, two short, knobby horns sprout from his upper forehead. A half-satyr who wishes to

conceal his race always keeps his boots on and wears his hair down over his forehead.

At about this same age, almost all half-satyrs develop a deep interest in the forest and spend increasing amounts of time walking alone in the woods. Over the years, this interest turns into a profound and abiding yearning for the life of the forest. The half-satyr may also develop a corresponding dissatisfaction with his place in human society. There is no mystery about this unease. His physical "abnormalities" may all too often single him out for censure in his mother's community. His former playmates may shun or bully him; adults may frequently treat him as a freak or an embarrassment. This judgment may be exacerbated by the half-satyr's illegitimacy, in cultures where such a distinction is important. Also, the young teen-age half-satyr shows a romantic interest in girls and women earlier than his wholly human peers, which may bring more disapproval down upon his head. Consequently, it is no surprise that most half-satyrs eventually leave home to dwell deep in the forest. There, after a time, they often find a band of satyrs to live with — without even knowing that this is what they were seeking all along.

Satyrs seem to accept the half-satyr without question, and willingly teach him the satirical way of life: drinking wine, playing pipes, chasing dryads, and the like. Generally, however, no satyr ever admits to (or is even aware of) being a particular half-satyr's father. The half-satyr may live with a satyr band for many years, and in some cases may even become its spokesman to elves, humans, or others.

Some half-satyrs stay with their satyr kinsmen for their entire lives, but most eventually remember their human half, and feel an attraction for the wider world beyond their small portion of the forest. It is at this point that a half-satyr may ask a human, elf, or half-elf for training, and become an adventurer. When this happens, the half-satyr may combine his dual heritages in unusual and fascinating ways, much as a half-elf may do.

### Character classes and talents

A half-satyr character may be a druid, lighter, ranger, magic-user, thief, or bard. In each of these classes, his level advancement is limited, as detailed in Table I. A half-satyr may also choose to be a multi-classed fighter/magic-user, ranger/magic-user, fighter/thief, ranger/thief (neutral

good alignment only), or magic-user/thief. Half-satyrs cannot enter the thief-acrobat split class.

Because of their close connection with nature, half-satyrs are acutely uncomfortable in metal armor, and therefore refuse to wear it, regardless of profession. The only exception to this rule is elven chainmail, which may be presented as an award to a particular half-satyr by grateful elves. Because of its make, elven chainmail also does not interfere so sharply with this "natural connection," and so can be worn by half-satyr fighters and rangers (including multi-classed characters), and bards.

Half-satyrs may, however, use any kind of shield that their class ordinarily permits. Multi-classed characters may use the armor and weaponry available to either of their classes, so long as the armor does not interfere with the performance of the abilities of their classes. For example, a half-satyr fighter/magic-user would wear no armor, but could carry a metal shield and use any kind of weapon. Multi-classed half-satyr thieves should consult the new armors-available to thieves in *Unearthed Arcana*. Being closely associated with nature and the forest, half-satyrs have a 50% chance of correctly identifying plant and animal types, as well as identifying pure water. The character must be concentrating on the particular thing to be identified in order for this ability to work.

Half-satyrs are 50% resistant to *charm* spells cast by any creatures basically associated with nature (dryads, nixies, etc.), or to spells that are cast through music or singing (a harpy's song, a bard's playing, a true satyr's pipes, etc.). Even if the 50% resistance fails to negate the effect, the normal saving throw is applicable.

Half-satyrs speak the following languages: common, satyr, dryad, and elvish. They also, of course, speak their alignment tongue and professional language (if a thief or druid). For each point of intelligence over 15, a half-satyr is capable of learning one new language of any ordinary kind, or two new "forest" languages — that is, centaur, gnome, green dragon, and the others listed for druids (*Players Handbook*, page 21). For example, a half-satyr with an intelligence score of 17 could learn either four forest languages, or one "ordinary" (non-forest) language and two forest languages, or a pair of ordinary languages. Half-satyrs learn new languages in the usual manner, as outlined in the *Players Handbook*, page 34.

## NPC RACE, HALF-DRYAD

### The half-satyr viewpoint

Half-satyrs are the-product of two cultures, but truly belong to neither. For this reason, they seem quite contradictory to those who know them. On the surface, half-satyrs may seem playful and even frivolous. They love good wine, music, and dancing. Most play panpipes of a non-magic sort. When they drink, it is often to excess, and they may become overly friendly and familiar — particularly to women of the human, elven, or half-elven kind. Despite this forwardness, most half-satyrs are considered charming, and women of these races find them attractive.

But beyond this gregariousness, half-satyrs have a deeply private side as well. No matter how well accepted by their friends and colleagues, many half-satyrs never completely outgrow an acute sense of being an outsider. It is not unusual for a half-satyr, when not actively adventuring, to slip away from a group and sit alone in the forest. There he may be found, playing his pipes to the forest creatures or just thinking. Half-satyrs may seem like frolicsome and even irresponsible individuals, and in some ways they are, but those who know them well realize they are also capable of great depth and commitment. These traits are often most evident in half-satyr rangers as well as magic-users, many of whom are intense and dedicated scholars.

Half-satyrs love the forest and most of the creatures who dwell there. They are not overly fond of large cities. A half-satyr character may, of course, be of any alignment, but most are neither lawful nor evil. Among the other character races, they prefer elves and gnomes, treat humans and half-elves with goodwill or tolerance (often tempered by their early experiences with humans), are neutral to dwarves, and react to half-orcs with antipathy. In the world of adventurers, they are interesting and valuable companions.

### The half-dryad

And what of the female offspring of these unusual pairings of human and woodland parents? The daughter of a satyr and a human woman, or of a dryad and a human man, is known as a half-dryad. Half-dryads share many characteristics with their half-satyr kin. The main differences between the half-dryad and the half-satyr are detailed below:

1. *Appearance* — The half-dryad appears as a normal (and usually quite attractive) human woman, with one exception. When the dryad is about 12 years old, her hair color turns to a brilliant green. Half-dryads are + 1 on charisma, but - 1 on constitution (adjustments made to originally rolled scores). (See “The ecology of the dryad,” *DRAGON®* issue #87, for more information on dryads in general.)

2. *Life history* — If born to a dryad, the half-dryad may be raised by her mother until adolescence. At that time, the youngster, realizing she is not a true dryad, may seek out human, half-elven, or elven com-

pany. On the other hand, a half-dryad born in human society may develop an unusually intense interest in the forest and its inhabitants. In any case, half-dryads, like half-satyrs, become acquainted with both human and woodland ways.

3. *Racial talents* — Half-dryads have the same 50% chance as half-satyrs for identifying plant type, animal type, and pure water. They are 90% resistant to *charm* spells cast by creatures associated with nature, but they have no resistance to spells cast by

music and singing.

4. *Point of view* — On the whole, half-dryads are more serious than half-satyrs. They are not given to excess drinking of alcoholic beverages. They do, however, love to sing and dance, and are quite proud of their beauty and its effects on men. Half-dryads can be quite flirtatious. Other differences are detailed in the tables that follow. Otherwise, half-dryads have the same characteristics, class opportunities, and restrictions as half-satyrs.

Table I: Class level limits for half-satyrs & half-dryads

Character class	Limiting characteristic	Value of limiting characteristic		
		16 or less	17	18
Druid	wisdom	6/7	7/8	8/9
Fighter	strength	6/5	7/6	8/7
Ranger	strength	6/6	7/7	8/8
Magic-user	intelligence	5/5	6/6	7/7
Thief	dexterity	10/10	11/11	12/12
Bard	charisma	12/12	13/13	14/14

Figures to the left of the slash indicate maximum level attainable by half-satyrs with an ability score of the given value; figures to the right of the slash are for half-dryads.

For example, a half-dryad ranger/magic-user with a 14 strength and a 18 intelligence can reach 6th level/7th level — a Guide/Enchantress.

Half-satyrs and half-dryads cannot be barbarians, cavaliers, clerics, paladins, illusionists, assassins, thief-acrobats, or monks.

Table II: Ability score limits

Ability	Minimum	Maximum
Strength*	3/3	18/18
Intelligence	5/5	18/18
Wisdom	3/3	18/18
Dexterity	3/3	18/18
Constitution	3/3	18/17
Charisma	5/8	18/18

Figures to the left of the slash are for half-satyrs; figures to the right are for half-dryads.

\* — Half-satyr fighters and rangers may have 18(90) strength; half-dryad fighters and rangers may have 18(50) strength.

Table III: Half-satyr & half-dryad age categories

Young adult	Mature	Middle-aged	Old	Venerable
19-30	31-70	71-120	121-170	171-225

Table IV: Starting ages for various classes

Druid	29 + 1d6
Fighter	19 + 2d4
Ranger	21 + 2d4
Magic-user	27 + 2d8
Thief	20 + 2d6

Table V: Racial adjustments to thieving functions

	Half-satyr	Half-dryad
Pick pockets	—	—
Open locks	—	—
Find/remove traps	—	—
Move silently	-5%	—
Hide in shadows	+ 5 %	+ 5 %
Hear noise	+ 5 %	+ 5 %
Climb walls	-15%	—
Read languages	—	—

### Other information

Listening at doors (*DMG*, p. 60): 15%

Height and weight (*DMG*, p. 102):

half-satyr:

height: as half-elf male

weight: as half-elf male, + 2d10 pounds

half-dryad:

height: as human female, -d6 inches

weight: as human female, - 2d4 pounds

### Acknowledgments

For their contributions, the author would like to thank the members of the Brimiston Town Guard — and, of course, Algernon, the foremost half-satyr.



### THE HALF-OGRE, SMITING HIM HIP AND THIGH

Of late I have seen several different treatments of half-ogres, and the suggestion that this type of creature is a viable and worthwhile racial type for player characters has thus gained some small popularity. This subject also touches upon another, closely related matter, the whole gamut of cross breeds which could possibly be included in *AD&D*. Dungeon Masters must be apprised of the potential can of worms they will be opening by allowing these mixtures in their campaigns.

The character races in *AD&D* were selected with care. They give variety of approach, but any player selecting a non-human (part- or demi-human) character does not have any real advantage. True, some of these racial types give short term advantages to the players who choose them, but in the long run these same characters are at an equal disadvantage when compared to human characters with the same number of experience points. This was, in fact, designed into the game. The variety of approach makes role selection more interesting. Players must weigh advantages and disadvantages carefully before opting for character race, human or otherwise. It is in vogue in some campaigns to remove restrictions on demi-humans—or to at least relax them somewhat. While this might make the DM popular for a time with those participants with dwarven fighters of high level, or elven wizards of vast power, it will eventually consign the campaign as a whole to one in which the only races will be non-human. Dwarves, elves, *et al.* will have all the advantages and no real disadvantages, so the majority of players will select these races, and humankind will disappear from the realm of player character types. This bears upon various hybrid racial types as well.

In designing *ADVANCED DUNGEONS & DRAGONS*, I considered the possible racial mixtures. Should half-dwarves, half-gnomes, and half-halflings (and is a half-halfling a quartling, perchance?) be allowed? How about dwarf-elf, dwarf-gnome, dwarf-halfling, elf-gnome, elf-halfling, and gnome-halfling crossbreeds? Then there are tri-racial mixtures. Those involving humans and orcs add still more confounding factors. And now somebody decided that ogres could cross with humans! Could they cross with elves also? How about hill giants interbreeding with humans? with elves? with ogres? with ettins? Why leave out goblins? hobgoblins? gnolls? bugbears? Because of the potential for absolute madness in the game, I included only the half-elf, hoping that the rest would not arise to plague the placid waters of racial selection, but it is apparent that it was not meant to be.

Consider the various factors which must be taken into account when designing a race for game purposes. Remember that last part, *game purposes*; *AD&D* is, first and foremost, a game. Races, just as with classes, must be in relative balance with each other, as well as with the game as a whole. Setting this balance is a difficult and delicate operation! So we have 1) character class limits due to race, 2) level limits due to race, 3) ability adjustments due to race, 4) racial minimums and maximums of abilities, 5) racial preferences, and 6) special characteristics of racial types, i.e. magic resistance, saving throws, combat versus specific monsters, visual and other sense capabilities, and "sixth-sense" or innate skill capabilities (such as detection of grades, and underground conditions, etc.). If these six factors are considered only as single entities, not as multi-faceted ones, there is still plenty of work to do in setting up even a single additional character race, for each must be meshed with

and balanced against all other such races. Now consider the possible cross breeds, and multiply your DMing woes by a thousand! As surely as you allow a single player to select a non-standard hybrid, another will come along asking for some special cross breed which he or she envisions to be "logical", meaningful, and fun to play (read advantageous for the player in question!). Pixie-storm giant half-breeds would not be impossible . . . (For those who doubt the last claim, consider a lecherous male pixie equipped with several *growth* potions and a *love* philtre. And, when all is said and done, *AD&D* is fantasy.)

### HALF-OGRE

**Character Classes Possible:** cleric or fighter  
**Class Level Limits:** cleric 4th; fighter unlimited

#### Ability Adjustments:

STRENGTH — 14 - 18<sup>a</sup>  
INTELLIGENCE — 3 - 12<sup>b</sup>  
WISDOM — 2 - 12<sup>c</sup> DEXTERITY — 3 - 12<sup>d</sup>  
CONSTITUTION — 14 - 18<sup>e</sup>  
CHARISMA — 2 - 8<sup>f</sup>

<sup>a</sup>Average human strength combined with ogre strength and averaged to find spread. Use d6 and 5 or 6 equals 18, with a percentile bonus of 25% to the roll if a 6, but 18/00 maximum in any event.

<sup>b</sup>This spread could be lowered to a 10 maximum if the human parent was below norm.

<sup>c</sup>This spread could be lowered to a 10 maximum if the human parent was below norm.

<sup>d</sup>Again, this is generous, and a case could be made for 3-10 (d8 +2).

<sup>e</sup>Constitution roll in excess of 18 is not possible, and if the d6 roll is 6, then treat it as the 18 maximum.

<sup>f</sup>Charisma score would not apply to ogres and half-ogres; double the result for the charismatic effect on such creatures.

#### Racial Preferences:

Half-orcs would rate a *T*,  
humans an *N*,  
and half-ogres a *P*.  
All others would be *H* both ways.

#### Special Characteristics:

Infravision to 60'.  
Speak ogre, orc and troll only if raised with ogre parent.  
Complexion will be swarthy and dull, hair lank and dark.  
Average height will be 7½'.  
Two hit dice at 1st level, then regular progression as usual.

These quite reasonable parameters for half-ogre character typify the offspring of a human and an ogre, were there such a thing as the latter, define their potential, and make it a race which will not disrupt the campaign. The only advantages accruing to half-ogres are in strength and constitution, and these are more than outweighed by disadvantages elsewhere. In fact, this race, when properly controlled, becomes a rather unappetizing and boring prospect for character play. On the other hand, such creatures would make highly desirable guards or mercenary troops—assuming one could abide their chaotic and evil bent—for they have many benefits and few drawbacks when compared with full-blooded ogres. For this reason alone, there will have to be strict limits placed upon the numbers of half-ogres available in the campaign.

It is important to reiterate that hybrids not shown in *PLAYERS HANDBOOK* should be generally rejected in the well-run campaign. The device is that of players seeking to gain some advantage for themselves by choosing a racial mixture which they believe will have greater advantages (with fewer drawbacks) than those of the character races given in *AD&D*. If exceptions are to be made, be certain that you,

the DM, consider each thoroughly prior to admitting it into the milieu. Each exception must be detailed as was done for the half-ogre, above. Do so privately, and if after listing its parameters you find that the hybrid is unacceptable, disallow its use—or go back and restructure the characteristics, being careful to use the examples of the PLAYERS HANDBOOK as a guide. Then, and only then, should a player be allowed to have such a hybrid racial type to choose from. Lastly, if thereafter many of your participants suddenly express a desire to start characters of this particular racial mixture, you can pretty well rely upon the fact that you blew it.

All of this will certainly lead to the question, why is it that the human race is so favored in AD&D? There is no question that human characters have an edge on all others in the long run—even considering the generally unlimited potential for non-human thieves. The bias was placed in the game on the assumption that the vast majority of campaign milieus would be based on human-dominated worlds. Therefore, humans must have some sort of edge. As human adaptability is un-

doubted, and human capabilities deemed vast by this writer, it seemed to follow that allowing them the full range of possibilities was the best answer. Thus, humans are found in all alignments, in all professions, and so on. The weakest are very weak, the strongest very strong. The human race plumbs the depths and soars to the heights. In AD&D, as in the real world, humankind will certainly attain greatness and domination if it doesn't destroy itself first through warfare and strife within its own race.



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# The whole half-ogre

## Ideas for finishing what EGG started

by Roger Moore

In *From the Sorcerer's Scroll* in issue #29 of DRAGON™ Magazine, E. Gary Gygas discussed the addition of new — and reasonable — character races to the AD&D™ game. (Editor's note: This column was reprinted in the BEST OF DRAGON™ Vol. II anthology, under the title "Humans and hybrids.") In particular, he outlined the game parameters of the half-ogre, the offspring of human and ogre parentage.

From what little I've heard about the campaigns other people in the world have, I've noted, as he has, that half-ogre characters do enjoy some measure of popularity. Despite the limitations the half-ogre has in intelligence, dexterity, wisdom, and charisma, and regardless of the other obstacles a half-ogre may encounter in an AD&D™ environment, the race does constitute an enjoyable alternative to humans, dwarves, and the like. Those who prefer "pure" AD&D rules can exclude half-ogres from being player characters, but can use them as NPCs, henchmen, and hirelings.

Some work is needed to flesh out the race, whether for use as player characters or non-player characters. Half-ogres may become fighters or fighter/clerics only if used as player characters; NPCs are allowed to be clerics only, in keeping with the guidelines in the Players Handbook. Dungeon Masters might amuse themselves with a rare bird who has some very low level (2nd at highest) thief or assassin abilities, to throw a wrench into players' plans. Half-ogres can advance to an unlimited level as fighters, but cleric advancement stops at fourth level.

In addition to learning common, ogreish, orcish, and troll tongues from their ogre parent, half-ogres may learn one additional language as well but no more. The base movement rate of half-ogres is 12".

Half-ogres range from 7' to 8' in height (80 + 4d4 inches) and weigh between 315 and 425 pounds (305 + 10d12). Skin color and hair color is variable but tends to be brown, greyish, black, dull yellow (skin only) or one of the above with a slight grey-green hue. Most half-ogres have human-like eyes, though about 20% have the white pupils common to ogrekind.

The initial age of a half-ogre when his or her adventuring career begins is 15 + 1d4 years for fighters, 20 + 1d4 years for clerics, and 24 years for fighter/clerics. An aging table for half-ogres, developed along the lines of the one on p. 13 of the Dungeon Masters Guide, appears below; for the effects of aging, also see the DMG.

Young Adult:	12-18 years
Maturity:	19-40 years
Middle Age:	41-80 years
Old Age:	81-110 years
Venerable:	111-140 years

Alignment for player characters is a touchy subject, since most adventuring groups are full of paladins, rangers, patriarchs, and evil-hating neutrals. Player characters can become true neutral or chaotic neutral to circumvent this problem, making a few steps in the direction of chaotic evil when no one is looking but generally maintaining a workable balance of alignments. I would not personally prefer to allow a good-aligned half-ogre player character in a game, and if I had to I'd remove all the influence of

the ogre parent — including all knowledge of any language but common and other human tongues.

There are a number of advantages and disadvantages to being a half-ogre that Mr. Gygas's article did not address. On the positive side, their greater size and mass allows half-ogres to use bastard swords one-handed and still get the full damage figure of 2-8/2-16 from such a weapon. Greater size and strength would also allow the use of a *rod of lordly might* or *hammer of thunderbolts* to better advantage. Like all beings but humans, half-ogres are immune to lycanthropy. Large shields would prove to be easier to manipulate for a half-ogre than a human, and offer the best protection for such a large body. Protective rings, bracers, and amulets may be used by the race.

On the negative side, half-ogres are never psionic. The alignment tendency toward chaotic evil makes the acquisition of henchmen and hirelings difficult, and can lower loyalty scores (as noted in the DMG). The cost of armor and clothing is high, perhaps two or three times the norm for any other humanoid. Half-ogres, once slain, will stay dead unless raised by a *wish* or the use of a *rod of resurrection*, requiring the same number of charges as a half-orc of the same class. (However, poisoning may be reversed using the appropriate cleric spells, as with any other character.) When struck by any weapon, half-ogres will always take damage as size L beings (Beware those two-handed swords!). They are also too big to ride anything but a huge horse or an elephant, neither of which is readily available or of low cost.

Teeths for sail/trade.  
All types.

Going deeper into the rules, there are even more factors working against the half-ogre. Numerous magical items that vary in effect with the user's weight become less effective when used by a being that weighs an average of 370 pounds. Magical boots, brooms, armor, robes, cloaks, and magical walking or flying steeds either won't fit, won't work very well, or won't work at all for a half-ogre. Enterprising DMs may insert a *potion of half-ogre control* into the appropriate place in the chart on *potions of human control* in the DMG, and leave such lying about for discovery by enemies of the half-ogre. The +3 *hammer (dwarven thrower)* and *hammer of thunderbolts* will affect a half-ogre as they will a full-blooded ogre. Even as big as they are, half-ogres aren't big enough to fully employ either the *mattock* or the *maul of the titans*. And half-ogres, whether PC's or NPC's, are -2 "to hit" against dwarves and -4 "to hit" when fighting gnomes, because of the skills of those smaller races at battling bigger folk.

After all that, one wonders why half-ogres as player characters would be any good — as Mr. GygaX pointed out. Well, in a few words, half-ogres are the best darn door-openers in the whole universe. Those wimpy little kobolds clutch their ridiculous little spears and whine in unison when 7'6" of solid muscle smashes their door to splinters and walks in, and even other larger monsters tend to have serious reservations about attacking unless they belong to the kamikaze school of combat philosophy. Half-ogres might be able to cause orcs or half-orcs to call off attacks, or relate to ogres and trolls on a friendly basis (they all go back a long way together), and can absolutely terrify local human populations into leaving the half-ogre's party alone, simply by smiling and revealing those fangs that Daddy or Mommy Ogre left them.

These influences and potentials are subtle things, certainly, and DM's may not always take them into account. If the player enforces this sort of attitude by emphasizing, in delicate ways, that his or her character is bigger and tougher than anyone else in the party, other people will tend to go along with the idea. Wishes or the appropriate magical manuals and tomes may bring a half-ogre's weak characteristics up to more acceptable levels, and help even out some of the imbalance the player might perceive. It should be noted that there is no difference in maximum ability scores for male and female half-ogres. Both can have up to 18(00) strength, though only as fighters or fighter/clerics.

As pointed out earlier, having half-ogres as player-characters is up to the DM and the kind of campaign he or she wants to run. I believe they have some merit, at least as NPC's, and can add interesting new perspectives to the game. It is to them (in particular to Gi-Joe and John Grond, the two best half-ogres in our campaign) that this article is dedicated. Now, go forth and beat those kobolds into little pieces!

#### I. Half-Ogre ability scores

Strength: 14-18<sup>1</sup>

Intelligence: 3-12<sup>2</sup>

Wisdom: 2-12<sup>3</sup>

Dexterity: 3-12<sup>4</sup>

Constitution: 14-18<sup>5</sup>

Charisma: 2-8<sup>6</sup>

<sup>1</sup> — Roll d6: 1 = 14; 2 = 15; 3 = 16; 4 = 17; 5 or 6 = 18. Fighters with 18 strength add +25% on roll for exceptional strength, up to 18(00) maximum.

<sup>2</sup> — Use 3-10 if human parent is below norm in intelligence.

<sup>3</sup> — Use 3-10 if human parent is below norm in wisdom.

<sup>4</sup> — Use 3-10 if human parent is below norm in dexterity.

<sup>5</sup> — Roll d6, applying the result the same as for strength.

<sup>6</sup> — Double the charisma score for effective score vs. ogres and other half-ogres.

#### II. Racial preferences

Half-ogres are preferred (P).

Half-orcs are tolerated (T).

Humans are regarded neutrally (N).

All others are hated (H).

Note: These work both ways.

#### III. Special characteristics

Infravision range is 60'.

The languages of ogres, orcs, and trolls are learned only if the ogre parent is present.

Two hit dice of the appropriate type are gained at 1st level; progression is as normal at 2nd level and above. Half-ogres have swarthy, dull complexions with dark, lank hair.

The preceding guidelines are paraphrased from information contained in the original article, "The Half-Ogre, Smiting Him Hip and Thigh" in *From the Sorcerer's Scroll*, DRAGON issue #29, by E. Gary GygaX.<sup>8</sup>





by Joseph Clay

# Hey, Wanna Be a Kobold?

## *Humanoids as player characters in AD&D® games*

*The following material is highly variant, but gamers may use it to start an alternate campaign in which the bad guys get a little glory for a change. If these rules are not adopted for PCs, a DM may wish to use them for creating extraordinary NPCs (perhaps even populating an isolated area of the world with "super humanoids" for the PCs to fight. Note that the D&D® Gazetteer GAZ 10 The Orcs of Thar (released in December) contains a humanoid character-generating system as well, though this article does not mesh with that or with other material on humanoids in this magazine issue.*

Exceptional humanoids are rare and distinct from the other members of their respective races. Such special beings could conceivably enjoy limited level advancement, and a person playing a humanoid character would have a unique role-playing challenge. Some people would like the chance to be a rustic and downright disgusting orc after role-playing one too many noble elves. Other maverick role-players may similarly want to play a diminutive yet lethal kobold, breaking out of the mold of the average, easily slain humanoid. It is for these people that the following guidelines for humanoid PCs were created.

### **The pecking order**

To get the proper feel for role-playing humanoids, one must first understand their motivations. Humanoid society is usually formed into tribal hierarchies with the strongest members in control. This type of organization is also found in wild animal populations and is often referred to as the "pecking order!" In groups of predat-

tory animals like wolves or lions, the rivalry of the pecking order establishes the most physically powerful male as the master of all he surveys. This mastery allows the strongest male to have his first choice of a mate, food, and all else he desires. The leading male also has great responsibilities in the hunt and in the protection of his group. In humanoid societies, the pecking order works in much the same way; in both cases, the group is there for the protection of its individual members over all other outside influences. Humanoids take this reasoning a step further so that all other outside influences must be eliminated, controlled, or used for group or individual benefit. Most humanoids fervently believe that the only way to get something in life is to take it by force.

Humanoids of all races will not be adverse to joining forces in order to attack common enemies; however, each race is aware that when the battle is done, there should only be one race to claim the spoils. Most of the time, different humanoid

races war against each other for food and slaves. This intertribal and interracial warfare is imbedded in their religions and in their minds. The warring weeds out the weak and gives the survivors power and glory, thus establishing the pecking order on a large scale. Exceptional humanoids that become adventurers are a result of this weeding process, and are nearly always driven by the same competitiveness their tribes possess.

### **Notes on the tables**

This article provides several tables to help DMs and players determine the various aspects of humanoid PCs. Tables 1-3 provide minimum and maximum attributes, the number of dice used to determine these attributes, and any applicable modifications made to the rolls. These figures are determined by race, which is reflected in the focus of each table. These tables are based on Character Race Table III: Ability Score Minimums & Maximums, on page 15 of the *Players Handbook*.

Tables 4-6 provide character-class level limitations. These limits are determined by race, as illustrated in the focus of each table. Tables 4-6 are similar to Character Race Table II: Class Level Limitations, on page 14 of the *Players Handbook*.

Tables 7 and 8 provide racial adjustments for humanoid thief and thief-acrobat abilities, respectively. These tables are derived from the Racial Adjustments sections of the Thief Function Table on page 28 of the *Players Handbook*, and the Thief-Acrobat Function Table on page 24 of *Unearthed Arcana*.

Table 9 is a new table; it lists a number of physical abnormalities for humanoid PCs which are described in the following section. Table 10 lists starting ages for each of the humanoid races (as in the Non-Human Characters Table on page 12 of the *Dungeon Masters Guide*). Table 11 shows the various age categories for each humanoid race (as in the Age Categories table on page 13 of the *DMG*).

Table 12 is the Shaman Experience table; it provides the experience points, levels, titles, and numbers of hit dice for this spell-casting class. Spells for this class are listed in Table 13. Table 14 (like Table 12) lists experience information for the witch doctor character class. Spells available to this class appear in Table 15. These tables are similar to those provided in the *Players Handbook* for the other character classes.

### **Physical abnormalities**

In some humanoid societies, physical abnormalities are a fact of life. Abnormalities run from unfortunate deformities to useful new abilities. Exceptional humanoids are distinct from regular humanoids because they are so often remarkably abnormal, even for humanoids. Physical abnormalities are determined randomly by rolling twice on Table 9. These abnormalities are detailed as follows:

Ωηενψουρε ρυννινγ ουτ οφ ιδεασφορ ωηαττοπυτ  
ιν αλληεσε εμπψσπαχεσ, γοωιτη Συμβολφοντ ανδ  
πρετενδιτσ αμαγιχαλ ορμοσντερουσ λανγυαγε!

Αρμορ  
Χλασσ!



Βετηεφιστ!

Ληροοιζγ 3δοι  
Λαχ 3ονγ3 ιαυιζ

**Abnormally tall:** Height is increased by 1-2', weight by 20-40 lbs., and strength by 1 point. If height is increased past 7' tall, the humanoid is considered to be in the larger-than-man-size category for weapon damage.

**Color blind:** Certain colors cannot be distinguished and will appear uniformly gray, at the DM's discretion.

**Disgusting habit:** This causes a penalty of -2 to charisma and comeliness. Possible bad habits could include great uncleanness, slobbering, belching, or worse (player's choice).

**Disproportionate arms:** Increase strength by 1 point, but only with respect to the use of hands, arms, and shoulders. This extra point of strength may be used for wielding hand weapons, pummeling, and grappling. In addition, increase the chance of successful climbing by 5%.

**Dumb:** The humanoid may be dumb, but not stupid. Reroll intelligence and wisdom scores using 1d4 +4.

**Furry/hairy:** The humanoid is covered in heavy growths of fur. Improve natural armor class by 1 point and give +1 to saving throws vs. cold damage.

**Heightened smell:** The sense of smell is highly acute, allowing the humanoids to distinguish hundreds of different people by scent alone. Surprise rolls are granted +1 in favor of an individual with this ability. Tracking by scent can be done on a 20% chance.

**Homing instinct:** With this ability, a lost humanoid can always make a straight-line path to his home ground (if he is on the same world as his home).

**Insanity:** Roll for the type of insanity on page 83 of the *DMG*. It is suggested that insanity should be a type that might improve role-playing rather than one of the more serious, uncontrollable, disruptive forms (like suicidal mania, etc.). [See "Methods to Your Madness," in *DRAGON*® issue #138, for playable types of character insanity.]

**Iron stomach:** An iron stomach-allows the owner to eat bad food, carrion, rats, rot grubs, or anything that might be remotely edible with no ill effects. Saving throws vs. ingested poison are at +4; if no saving throw is normally possible, the humanoid gains a saving throw of 16, adjusted by other applicable bonuses from magical items.

**Keen hearing:** The humanoid has an 80% chance to hear noise, with a 20% chance in the worst conditions.

**Oversized claws:** The humanoid can make regular claw attacks, doing 1-4 hp per clawed hand (two such attacks per round) plus bonuses for strength.

**Oversized teeth:** The humanoid can bite for 1-4 hp damage (normally, humanoid bites only do 1 hp damage).

**Psionics:** This rare humanoid is psionically endowed and must roll for psionic ability, powers, and disciplines, as per the *Players Handbook*, pages 110-117.

**Stupid:** Reroll intelligence and wisdom

**Table 1**  
**Orc Attributes**

Attribute	Min.	Max.	Dice	Mod.
Strength	8	18/00	3d6	+1
Intelligence	2	16	2d8	-
Wisdom	2	16	2d8	-
Dexterity	2	17	3d6	-1
Constitution	10	19	3d6	+1
Charisma*	2	16	2d8	-
Comeliness*	2	12	2d6	-

\* Add +2 to the given charisma when dealing with orcs from the PC's own tribe.

**Table 2**  
**Goblin Attributes**

Attribute	Min.	Max.	Dice	Mod.
Strength	3	18/75	3d6	-
Intelligence	3	17	3d6	-
Wisdom	2	16	2d8	-
Dexterity	3	18	3d6	-
Constitution	8	17	3d6	-1
Charisma*	2	16	2d8	-
Comeliness*	2	8	2d4	-

\* Add +2 to the given charisma when dealing with goblins from the PC's own tribe.

**Table 3**  
**Kobold and Xvart Attributes**

Attribute	Min.	Max.	Dice	Mod.
Strength	3	15	3d6	-1
Intelligence	2	16	2d8	-
Wisdom	2	16	2d8	-
Dexterity	3	18	3d6	-
Constitution	2	16	2d8	-
Charisma*	2	16	2d8	-
Comeliness*	2	8	2d4	-

\* Add double the PC's experience level to charisma when dealing with humanoids from his own tribe.

**Table 4**  
**Class Level Limitations (Orc)**

Ability score	Shaman	Fighter	Magic-user	Thief	Assassin
15	5	2	4	7	12
16	6	3	4	8	12
17	7	3	4	9	12
18	8	4	4	9	12
18/99	-	5	-	-	-
18/00	-	5	-	-	-
19	10	6	5	10	13
20	11	8	6	10	14
21	11	12	6	10	14

**Half-Orc,  
the  
Slayer**  
**NOW ON  
TOUR**

**Burneal Forest  
Howling Hills  
Dorakaa  
Molog  
Greyhawk  
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**Hardby  
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Fax  
Elredd  
Highport  
Blue  
Stoneheim  
thru Coldeven**

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## NPC RACE, HUMANOIDS

scores using 1d4 + 1. Although not particularly bright, the humanoid with this affliction can be single-mindedly tenacious. The humanoid can continue to fight for 1-4 melee rounds after reaching zero through -6 hp before being killed. At -7 hp or more, death is immediate.

**Sensitive skin:** In direct sunlight, the humanoid with this affliction suffers 2 hp damage per hour from burns.

**Thick cranium:** The humanoid with this enlarged forehead can use it as a large, hard object when pummeling (*Unearthed Arcana*, page 107). Subtract 1 point of intelligence.

**Tougher hide:** Subtract 2 from the natural armor class of the humanoid.

**Ugly:** Reroll comeliness using 1d6 + 2, and subtract 1 point from charisma (maximum score of 10 allowed).

**Ugly (very):** Reroll charisma using 1d10 -8, and subtract 3 points from charisma (maximum score of 8 allowed).

**Ugly (extremely):** Reroll comeliness using 2d6 -20, and subtract 5 points from charisma (maximum score of 6 allowed, with no minimum score). If two "Ugly" results are rolled, the charisma effects are cumulative and the lowest possible comeliness score using either result is adopted. Anyone who sees a humanoid with charisma and comeliness scores of negative values must make a saving throw vs. spells or be affected as if by a *scare* spell. It is obvious that such a humanoid must keep his face covered when he is not in private.

*Spiritual Consultancy  
~ Druidess Mimi ~*

Get like totally in tune with it all. Heal your holistic groove with Mimi's special herbs & spices. You-you will be happy you did-did.

**Table 5**  
**Class Level Limitations (Goblin)**

Ability score	Shaman	Fighter	Magic-user	Thief	Assassin
15	7	2	4	9	11
16	8	2	4	10	12
17	9	3	4	11	12
18	10	4	5	11	13
18/99	-	4	-	-	-
18/00	-	5	-	-	-
19	11	6	6	11	14
20	11	8	7	12	14
21	11	9	8	12	14

**Table 6**  
**Class Level Limitations (Kobolds/Xvarts)**

Ability score	Shaman	Fighter	Magic-user	Thief	Assassin
15	5	2	2	10	10
16	6	2	2	11	10
17	7	2	3	12	11
18	8	2	4	12	11
18/50	-	3	-	-	-
18/75	-	4	-	-	-
18/99	-	5	-	-	-
19	10	6	5	12	12
20	10	6	6	12	12
21	10	7	8	12	12

**Table 7**  
**Racial Adjustments for Thieves**

Race of the thief	Pick pockets	Open locks	Find/remove traps	Move silently	Hide in shadows	Hear noise	Climb walls	Read languages
Orc	- 5 %	+5%	+15%	-	-	+5%	+10 %	- 20 %
Goblin	+5%	+5%	+5%	-	+5%	+5%	-	- 10 %
Kobold	+5%	+5%	+5%	+10%	+15%	+5%	-15 %	- 10 %
Xvart	-	+5%	+5%	+10 %	+15%	+5%	-15 %	- 5 %

**Table 8**  
**Racial Adjustments for Thief-Acrobats**

Race of acrobat	Tightrope walking	Pole vaulting	High jumping	Broad jumping: standing	Broad jumping: running	Tumbling maneuvers: attack	Tumbling maneuvers: evasion	Tumbling maneuvers: falling
Goblin	-	- 2 '	-1'	- 1½'	- 2 '	+5%	+10 %	-
Kobold	-	- 2 '	-1'	- 2 '	- 2 '	-	+10 %	+5%
Xvart	-	- 2 '	-1'	- 2 '	- 2 '	-	+10 %	+5%

## Starting money

For the sake of simplicity, all humanoids can be given the starting money normally allowed to their prospective classes. But if a DM wishes to create a more challenging dilemma for starting humanoids, he may equip each of them with any three of the following useful groups of things instead (player's choice): any one weapon; one suit of ring mail, studded leather, or leather armor; a shield (any size); one week's food and water; a pouch with 2-8 random coins (with thieves picks and tools if the humanoid has thieving abilities); a completely loyal, immature pet (must be a nonmagical mammal having 5 HD or less when full grown); a wooden holy symbol (for shamans and witch doctors); a crudely made spell book (written on thin wooden sheets or old paper) for witch doctors, with spell components for 2d10 castings; one set of very warm furs, a hat, boots, and gloves; 1-4 one-gallon jugs of highly volatile drinking grog; 1-2 flasks of oil; one flask of a randomly determined poison (DM's decision as to potency, effects, and use). Moth-eaten or dirty old garments are free for starting humanoids. The DM must remind the humanoid that he comes from a technologically backwards, if not improver-

**YOU NEED SMASH?**

**We make Smash!**

**WE SMASH BIG!**

**We Smash Tiny!**

**WE DELIVER SMASH ON TIME - ON TARGET OR YOU GET SMASH BACK -OF YOUR HEAD, FORGET YOU MAKE DEAL.**

**SMASH BRUDDERS (and me, Sizder, too!)**

**(sigh) Yes, and we sizdur tou.**

ished, tribal situation; even shoes or boots are rarely available.

### Character race descriptions

#### Orcs

Exceptional orcs may be fighters, shamans, magic-users, thieves, or assassins. Orcs may be multiclassed as witch doctors, fighter/assassins, or shaman/thieves.

Orcs have a natural armor class of 10, modified by dexterity and armor. In addition to their own language, orcs speak Goblin, Hobgoblin, Ogrish, and a crude form of Common. They also speak their alignment language but can learn no additional languages. Orcs pick up most obscene and slang words and phrases if exposed to a given language for more than one week's time.

Orcs have infravision to a 6" range; in bright light, they take a penalty of -1 on "to hit" rolls and saving throws. Orcs have a base movement rate of 12") an average weight of 170 +2d12 lbs., and an average height of 66 +4d4" (about 6'). All orcs have excellent mining skills, and exceptional orcs have a 35% chance to detect grade, slope, new construction, sliding walls, traps, and depth underground. Many orcs have the ability to construct large engines of destruction, such as catapults, battering rams, etc.; some orcs have extra proficiency in the use of one specific siege-engine type, receiving a +1 bonus on "to hit" rolls. A few know how to train elephantine creatures as war mounts. Orcs can handle any hand-held weapons that humans can handle.

Orcs hate elves and their ilk, and will generally attack them before attacking any other creature. Exceptional orcs will tolerate elves as long as there is no impertinence. This balanced tolerance rarely prevents an orc from using harmless but vulgar puns which the orc regards as high sarcasm. All orcs are rude, crude, and have bad manners, especially when fighting and eating. Attempts at teaching an orc complex tasks sometimes result in vaguely acceptable behavior, although this is usually perverted into unintentional parodies of the desired goal.

#### Goblins

Goblins may be fighters, shamans, magic-users, thieves, assassins, or thief-acrobats. They may be multiclassed as witch doctors, fighter/shamans, fighter/thieves, fighter/witch doctors, and shaman/thieves.

Goblins have a natural armor class of 10, modified by dexterity and armor type. In addition to their own language, goblins also speak Hobgoblin, Kobold, Orcish, and a stilted form of Common. They also speak their alignment language and a maximum of one other language, regardless of intelligence. A goblin can call off attacks from wolves, worgs, and most dogs if he rolls his charisma or less on 1d20, with a +2 bonus.

Goblins have infravision to a 6" range. In bright light, goblins take a penalty of -1 on "to hit" rolls and on saving throws. Goblins have a base movement rate of 6") an average weight of 70 +2d10 lbs., and an average height of 43 +2d4". Goblins have fair mining skills, with a 25% chance to detect grade, slope, new construction, sliding walls, traps, and depth underground. When attacked by larger-than-man-size creatures, goblin characters subtract 1 from their opponents "to hit" rolls because of the relative speed and small size of goblins.

Goblins hate gnomes and dwarves, and will generally attack them before attacking any other creature. Exceptional goblins might rein-in their racial hatreds in order to benefit from mutual cooperation, but this does not keep them from subterfuge, manipulation, or worse at a later date. Goblins of all alignments can have henchmen, but evil goblins will literally enslave their followers.

#### Kobolds and xvarts

Kobolds and their blue-skinned cousins may become fighters, shamans, magic-users, thieves, assassins, or thief-acrobats. They may be multiclassed as witch doctors, fighter/shamans, fighter/magic-users, fighter/witch doctors, fighter/thieves,

**Table 9**  
**Physical Abnormalities**

1d100	Abnormality
01-02	Abnormally tall
03-06	Color blind
07-10	Disgusting habit
11-12	Disproportionate arms
13-16	Dumb
17-20	Furry/hairy
21-22	Heightened smell
23-25	Homing instinct
26-27	Infravision
28-30	Insanity
31-34	Iron stomach
35-36	Keen hearing
37-38	Oversized claws
39-42	Oversized teeth
43	Psionic
44-45	Stupid
46-49	Sun-sensitive skin
50-51	Thick cranium
52-53	Tough hide
54-59	Ugly
60-64	Ugly (very)
65-66	Ugly (extremely)
67-94	No abnormalities
95-99	Roll again twice
00	Player's choice

**Table 10**  
**Age Categories**

Race	Young adult	Mature	Middle aged	Old	Venerable
Goblin	10-12	13-25	26-35	36-50	51-65
Kobold/xvart	20-30	31-65	66-100	101-135	136-180
Orc	8-10	11-20	21-30	31-40	41-55

**Table 11**  
**Humanoid Starting Age**

Race	Cleric	Fighter	Magic-user	Thief
Goblin	9+1d4	9+1d4	13 + 1d8	9+1d4
Kobold/xvart	28 + 1d4	20 + 1d4	37 +2d12	26 + 1d4
Orc	7+1d4	7+1d4	11 + 1d6	7+1d4

**Table 12**  
**Shaman Experience Table**

Experience points	Experience level	8-sided dice for accumulated hit points	Level title
0-2,000	1	2	Minor shaman
2,001-4,000	2	3	Minor shaman
4,001-8,000	3	4	Minor shaman
8,001-17,500	4	5	Shaman
17,501-35,000	5	6	Shaman
35,001-70,000	6	7	Shaman
70,001-140,000	7	8	Shaman priest
140,001-285,000	8	9	Shaman priest
285,001-570,000	9	10	Shaman priest
570,001-845,000	10	10+2	Greater shaman
845,001+	11	10+4	Greater shaman

## NPC RACE, HUMANOIDS

fighter/assassins, shaman/thieves, shaman/assassins, magic-user/thieves, or witch doctor/thieves.

Kobolds speak their own language, Goblin, and Orcish; xvarts know their own tongue, Kobold, and Goblin. These two races also speak their alignment languages and a maximum of one more language. Kobolds can deal with wild boars and giant weasels as goblins do large canines, and xvarts deal with all rats and bats in a similar fashion.

Kobolds and xvarts have infravision out to a 6" range; in bright light, they take a penalty of -1 on "to hit" rolls and on saving throws. Their base movement rate is 6") average weight is 34 + 2d6 lbs., and average height is 31+ 2d8". Kobolds have a natural armor class of 8 and xvarts of 10, with modifications for armor worn and dexterity. When being attacked by larger-than-man-size creatures, these beings subtract 1 from their opponents "to hit" rolls because of the size differential.

Normal kobolds and xvarts almost always live in large war bands which makes up for their individual small sizes. Exceptional kobolds and xvarts compensate for their smallness by the use of cunning tactics, common sense, and raw skill; still, they realize that safety lies in num-

bers and will always retain good standing within one or more tribes. Each such humanoid therefore finds it advantageous to increase the size and might of his tribe, indirectly gaining more prestige and personal power. For example, by seeking to improve tribal ironworking techniques, the exceptional kobold benefits, as his tribe can create better weapons and armor of higher protective value. These smallest beings must look after each other in order to survive annihilation by their numerous enemies. To reflect this tribal orientation, an exceptional kobold or xvart adds double his level of experience to his charisma score to get the charisma effect when dealing with humanoids of his own tribe.

Since so many assorted creatures attack them, kobolds have become clever haters, particularly despising the likes of brownies, pixies, sprites, and gnomes. Exceptional kobolds tolerate the more powerful gnomes only if they can ignore them. Any conversation with these races is terse and to the point. By contrast, xvarts seem to hate everyone equally.

### The shaman

The shaman is a primitive subclass of the cleric. A character must have a mini-

mum wisdom ability score of 9 to be a shaman; if wisdom is greater than 15, the character adds 10% to the experience points awarded to him by the referee. A shaman PC also gains bonus spells from high wisdom.

The shaman is dedicated to a deity and urges his tribe to worship that god. The shaman's alignment is that of his deity, and he uses the weapon and armor types used by that deity and by his own tribe.

PC shamans are limited to the casting of certain spells; these are listed hereafter. Shamans have the same number of spells usable per level as clerics, using these spells to protect the welfare of their tribes. Shamans may additionally use clerical scrolls with spells other than those on the shamans' spell table.

Shamans use the cleric's fighting and saving-throw tables. All saving throws vs. disease and poison are made at +2, due to the hardy lifestyle of the shaman.

The shaman character has some of the primary abilities of the barbarian class. These primary abilities are: *hide in natural surroundings, surprise, and leadership*. The shaman also has the following barbarian-class secondary abilities: *survival, first aid, outdoor craft, and tracking*.

Exceptional humanoid shamans also have sage knowledge, having two to four special categories within the major field of study. The major field of study will, of course, always be "Humanoids and Giantkind." Shamans can read and write any language they can speak with a 5% chance of success per intelligence point.

Humanoid shamans of 9th level can concoct poison as assassins can. Scrolls may be inscribed by shamans of 7th level only if the shamans can use the spells they inscribe.

If and when a humanoid shaman achieves 8th level, he automatically attracts humanoid followers if he establishes a place of worship. These humanoid followers are fanatically loyal and serve without pay as long as the shaman does not change deities or alignment. The number of humanoid followers is the same as the "Number Appearing" statistic found in the *Monster Manual* under the appropriate humanoid type. In addition, there will be subleaders of the appropriate type and 4-20 temple guards (normal humanoids with maximum hit points). For each advance in level beyond the 8th, the shaman gains 2-20 additional humanoid followers. The shaman may also build a castle or some type of fortified temple upon reaching 9th level, as would a normal cleric.

### The tribal magic-user

The tribal magic-user is the same as a regular magic-user, except that spell lists are more limited for magicians in such rustic situations. The spells of tribal magic-users are engraved into poor-quality paper or wooden tablets because the expensive parchment required to make a proper

**Table 13**  
**Shaman Spells**

Number	1st level	2nd level
1	<i>Ceremony</i>	<i>Augury</i>
2	<i>Cure light wounds</i>	<i>Chant</i>
3	<i>Detect evil</i>	<i>Detect charm,</i>
4	<i>Detect magic</i>	<i>Detect life</i>
5	<i>Light</i>	<i>Holy symbol</i>
6	<i>Portent</i>	<i>Resist fire</i>
7	<i>Protection from evil</i>	<i>Snake charm</i>
8	<i>Resist fear</i>	<i>Speak with animals</i>
Number	3rd level	4th level
1	<i>Cure blindness</i>	<i>Abjure</i>
2	<i>Cure disease</i>	<i>Control temperature 10' radius*</i>
3	<i>Death's door</i>	<i>Divination</i>
4	<i>Dispel magic</i>	<i>Exorcise</i>
5	<i>Flame walk</i>	<i>Neutralize poison</i>
6	<i>Locate object</i>	<i>Produce fire*</i>
7	<i>Prayer</i>	<i>Spell immunity</i>
8	<i>Remove curse</i>	<i>Tongues</i>
Number	5th Level	6th Level
1	<i>Animate dead monsters</i>	<i>Animate object</i>
2	<i>Atonement</i>	<i>Conjure animals</i>
3	<i>Commune</i>	<i>Find the path</i>
4	<i>Control winds*</i>	<i>Forbiddance</i>
5	<i>Cure critical wounds</i>	<i>Heal</i>
6	<i>Dispel magic</i>	<i>Speak with monsters</i>
7	<i>Quest</i>	<i>Stone tell</i>
8	<i>True seeing</i>	<i>Weather summoning*</i>

\* As the druidic spell of the same level.

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spell book is beyond the technological capabilities of most humanoid tribes. These spell "books" are bulky, having an encumbrance value of 10 gp per spell level for wooden tablets and 3 gp per spell level for paper books.

Humanoid magic-users and witch doctors are initially limited in magic-user spells, but they may attempt to learn and use other magic-user spells if such are accessible. The spells must be provided by the very few human or demi-human magic-users who are willing to trade with humanoids (or are forced to do so). Since the providing magic-user runs the risk of being labeled as a traitor (or worse), he will certainly charge many times the formal fee for such services. Exceptional magic-users and witch doctors all begin with the spells read *magic* and write, with 1-3 other spells as well.

Wooden or parchment scrolls may be inscribed by 7th- or higher-level tribal spell-casters, so long as the spells involved are on their allowed spells lists.

**Table 14**  
**Witch Doctor's Experience Table**

Experience points	Experience level	6-sided dice for accumulated hit points	Level title
0-4,500	1	1	Acolyte
4,501-9,000	2	2	Evoker
9,001-18,000	3	3	Witch-Conjurer
18,001-39,500	4	4	Bewitcher
39,501-75,000	5	5	Witch-Brewer
75,001-130,000	6	6	Witch-Brewer
130,001-230,000	7	7	Witch-Brewer
230,001-420,000	8	8	Witch Doctor
420,001-820,000	9	9	Witch Doctor
820,001-1,220,000	10	9+2	Witch Doctor
1,220,001+	11	9+4	Witch Doctor

Witch doctors gain magic-user and clerical spells of the appropriate levels; when the maximum spell-use level for one class is reached, spell progression continues for the other class only.

**Table 15**  
**Tribal Magic-user and Witch Doctor Spells**

Number	1st level	2nd level	3rd level	4th level
1	Affect normal fires	Audible glamor	Clairaudience	Dig
2	Dancing lights	Bind	Clairvoyance	Enchanted weapon
3	Identify	Detect invisibility	Defect illusion	Fear
4	Jump	Invisibility	Dispel magic	Plant growth
5	Mending	Levitate	Flame arrow	Polymorph other
6	Push	Magic mouth	Haste	Polymorph self
7	Run	Mirror image	Invisibility 10' radius	Remove curse
8	Shield	Preserve	Material	Ultra vision
9	Taunt	Scare	Protection from normal missiles	Stoneskin
10	Ventriloquism	Shatter	Slow	Wizard eye

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# The WINGED FOLK

by William Lenox

One race of demi-humans that has been neglected in most works studying the relatives of mankind is the Winged Folk, known as *Al Karak Elam* in their language. Perhaps this lack of attention is derived from the fact that the winged folk are even more reclusive than elves and often conceal their presence behind powerful illusions.

However, this reclusiveness seems to be coming to an end. After centuries of indifference to human concerns, the winged folk are said to be returning in numbers to the mainstream of human and demi-human affairs. Because of this, a study of the characteristics of this race, which may soon be taking a more active part in the world, is well advised.

The following study will briefly detail the history, physical description, dwelling places, social, political and economic characteristics, military organization, and special attributes of the race of winged folk.

## The Winged Folk (*Al Karak Elam*)

FREQUENCY: *Uncommon*

NO. APPEARING: *10-100 (100-1000)\**

ARMOR CLASS: *7 (or better)*

MOVE: *12"/18"*

HIT DICE: *1 + 1*

% IN LAIR: *10%*

TREASURE TYPE: *N (G, S, T in lair)*

NO. OF ATTACKS: *1*

DAMAGE/ATTACK: *1-10 or by weapon type*

SPECIAL ATTACKS: *+1 to hit with bow or javelin*

SPECIAL DEFENSES: *Surprised only on a 1*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Very to Genius*

ALIGNMENT: *Neutral to Chaotic Good*

SIZE: *M (5'-6' tall, 10'-12' wingspan)*

PSIONIC ABILITY: *Nil\*\**

Attack/Defense Modes: *Nil\*\**

\* — 5% chance of 100-1,000 appearing if encountered "in lair." This represents a tribal holding (large village or small town).

\*\* — Possible in exceptional characters.

For every 20 winged folk encountered, there will be one of above-average fighting ability (2nd or 3rd level). For every 30 encountered, there will be one with Magic-User or Illusionist ability and one with clerical or druidic ability (2nd or 3rd level in all cases). If 50 or more are encountered, there will be the following additional figures: a 4th-level Fighter/4th-level Magic-User or Illusionist and a 4th-level Fighter/4th-level Cleric or Druid.

If the winged folk are encountered in their lair, there will be a leader of 9th-level fighting ability and two lieutenants of 5th to 7th-level fighting ability. There will also be a Magic-User of 7th to 9th level, an Illusionist of 7th to 15th level, and a Druid or Cleric of 9th level. All will have assistants of similar ability to the leader's assistants. There will also be 3-36 eagles, hawks, falcons, or owls as watchbirds, who will scout and spy on non-winged folk in the area.

## Treasured carvings

In addition to the treasure types given above, for each adult female in a village there is a 50% chance of her possessing from 2-5 carvings (roll d4+1 for number, then consult the following chart for types):

Dice roll	Base value	Type
01-70	10	Common wood
71-85	50	Rare or precious wood or ivory
86-92	100	Semi-precious stones
93-97	500	Fancy stones
98-99	1,000	Gemstones
00	5,000	Gemstones

The value of carvings should be checked individually according to the procedure described on pages 25-26 of the AD&D™ *Dungeon Masters Guide*. The stone should not increase or decrease in value by more than one level.

## History

Once the winged folk were found almost everywhere as mercenaries, adventurers, and scholars. Men greatly desired to have them as scouts and messengers (not to mention as regulars) in their armies. The winged folk even organized bands of 50 to 100 mercenaries to hire out to more mundane races. The winged folk fit in well with humans and demi-humans, and for hundreds of years there was much interaction between the races.

Some 2,000 years ago, King Imruk of the city state of Erlacor (now in ruins) sought to overthrow the High King of all the land. The High King had turned to demon worship. Imruk intended to put a halt to this exercise of evil power, and the movement to oust the High King became nigh unstoppable when Hawkwing, king of the winged folk, proclaimed that because the High King had sacrificed several winged folk to the demons, the winged folk warriors would gather into an army and aid Imruk's effort.

With command of the air provided by the winged folk, Imruk was able to crush the High King's armies.

The last battle of the uprising was fought on the plain to the north of the High King's capital. The winged folk Clerics called upon their gods for aid, and their prayers were rewarded when the High King's demons were destroyed by the gods' wrath.

Seeing his demons and his army being destroyed, the High King called down a curse upon the winged folk and upon Imruk, proclaiming that Imruk would become as he, but less than he, and would die for treachery. Seconds after proclaiming that curse, the High King fell dead with scores of arrows in his body as Imruk's warriors burst through the High King's last defenses.

Imruk was awed by, and apprehensive of, the power the winged folk had shown. He feared that unless he acted quickly, he would rule only by their sufferance. Therefore, Imruk invited Hawkwing to bring the winged folk army to Imruk's encampment the following day so he could give the winged warriors great rewards for their part in winning the battle.

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## NPC RACE, WINGED FOLK

The following day the winged folk army landed in the designated area in the center of Imruk's camp. As soon as the air was no longer stirred by the beating of wings, Imruk's archers fired upon the winged folk, and only a few of them again reached the safety of the sky.

Hawkwing was one who escaped. Three days later he killed Imruk in a raid upon the camp, but was himself mortally wounded. Thus did Imruk die for his treachery, and was ruin wrought upon the winged folk, just as the High King's curse had prophesied.

The winged folk lost 80 percent of their male population and many of their female Clerics and Magic-Users in the ambush, even though many of Imruk's men were also slain. The best estimates of the winged folk population at the time of the ambush placed their numbers at around 50,000, including 40 percent males, 40 percent females and 20 percent children. Most of the females and all of the children did not go to Imruk's camp and thus were spared.

Before he died, Hawkwing charged his successor with the responsibility of removing the winged folk from their relationships with other human and demi-human beings. Hawkwing's successor followed this order, secreted the remaining winged folk from the society of men, and thus the winged folk began their long and slow recovery from the disaster into which Hawkwing had unwittingly led his people.

During their self-imposed exile, the only outside contact the winged folk had was through their friends, the elves and half-elves, who served as their intermediaries in trading and commerce.

In the last few years, winged folk have begun to move back into the mainstream of human affairs, establishing trade, hiring out as mercenaries, and traveling throughout the world in search for adventure. But the leaders say they will never again involve great numbers of their people in the battles of humans.

### Physical description

Winged folk closely resemble half-elves in appearance, except that their body structure includes a pair of large, white-feathered wings. They are above average in all abilities (see table below) and can possess extremely high Charisma. (For height, weight and aging, use the half-elf tables, since the two races are similar in these respects.)

The tales of angels told by some legends may have arisen from the widespread use of winged folk as messengers and ambassadors (dressed in the white robes of peace) in the glorious days of the High Kings of old when winged folk were more commonly seen among men.

#### Ability score minimums and maximums

	Males	Females
Strength	15/18(00)	14/18(50)
Intelligence	12/18	12/18
Wisdom	12/18	12/18
Dexterity	15/18	15/18
Constitution	12/18	12/18
Charisma	13/19	13/19

Winged folk typically dress in simple tunics or robes when near their homes. When they hunt, war, or make journeys they will wear leather armor and carry shields. The weapons winged folk normally use are bows, javelins, daggers, spears, swords, axes, bolas, nets, and ropes.

Winged folk may carry up to half their maximum encumbrance in flight with a corresponding slowing of movement (as if fully encumbered) and may carry maximum encumbrance airborne in an emergency for one or two rounds. They fly as effortlessly as humans walk, needing only occasional rests to keep flying all day.

Winged folk speak with eagles, hawks, falcons, owls, hippo-

griffs, griffins, and pegasi. They also speak their own language, the common tongue, and the language of elves. When aloft, they can see for great distances like an eagle, and they have night vision equal to an owl's.

Winged folk may be Clerics, Druids, Fighters, Magic-Users, or Illusionists, or certain combinations of two of those classes. They are unlimited in their ability to advance in the Illusionist class (for individuals with sufficiently high abilities), but in other classes may never attain a level higher than 9th. Clerics and high-level Fighters may use maces or other miscellaneous weapons, and all higher-level types have normal chances to have psionics and magic items.

#### Class level limitations

Class	Maximum levels
Fighter	9th if Strength 18; 8th if Strength 17; 7th if Strength 16 or less.
Cleric	9th if Wisdom 18; 8th if Wisdom 17; 7th if Wisdom 16 or less.
Druid	9th if Wisdom 18; 8th if Wisdom 17; 7th if Wisdom 16 or less.
Magic-User	9th if Intelligence 18; 8th if Intelligence 17; 7th if Intelligence 16 or less.
Illusionist	Unlimited if Intelligence and Dexterity are both 18; otherwise, maximum of 11th.

**Multiclass restrictions:** Winged folk may operate in two classes simultaneously as long as the multiclassed character fits one of the following descriptions. No three-way combinations are possible.

Possible double-class combinations include Fighter/Magic-User, Fighter/Illusionist, Fighter/Cleric, Magic-User/Cleric, Magic-User/Druid, Illusionist/Cleric, and Illusionist/Druid.

**Racial preferences:** Winged folk are very friendly toward elves and half-elves, tolerant of halflings, gnomes, and dwarves (whom they call "diggers") and are usually on good terms with any humans they come in contact with. They detest orcs, goblins, and all their kin, but their greatest hatred is reserved for gargoyles. These fierce predators are one of the few types of creatures which can seriously threaten a winged folk village.

Winged folk do not like the underground or the sea, and it is extremely unlikely that any will be encountered in such places. Winged folk who are forced to stay in these environments or are imprisoned must save vs. magic once a day or go insane. Mania, manic-depressive, homicidal mania, suicidal mania, hebephrenia, and catatonia are the forms of insanity (as defined in the *Dungeon Masters Guide*) to which the winged folk are susceptible.

**Dwelling places:** Though found nearly anywhere as adventurers, mercenaries, hunting parties, or engaged in other such activities, winged folk make their homes only in forests and mountains. They build tree houses in the tallest trees in forests; in the mountains they live in cliff dwellings. Due to the power of the winged folk Illusionists, their homes are often disguised with permanent illusions. Their homes are always open and airy affairs; in many cases only the floors and roofs are permanent with the walls all being simply tent cloth which is used only in inclement weather.

**Social and political aspects:** Winged folk have a loose-knit social and political structure which stresses individual freedom. The family is the basic social unit, and groups of families are gathered in clans which owe allegiance to a tribe. Tribal holdings may be extensive, but most tribe members will choose to live in the tribal village itself, which offers the protection of numbers.

All of the tribes form the winged folk nation, which is ruled by a king. The king is chosen by the tribal chieftains from one of

their number, and rules for life. Tribal chieftains are, in turn, chosen by the clan leaders of each tribe.

Female winged folk have a great voice in their clans and often hold the office of clan matriarch because they excel in cleric's abilities. There are many male Clerics, but the majority are females, and the males do not ignore their wisdom.

Males and females are generally considered equals, with each responsible for performing important tasks for the community. In general, males are typically Fighters and hunters; the females Clerics and crafters. Both sexes deal in the Magic-User class equally well. Females who wish to fight and males who wish to be Clerics, though they are the exceptions, are not scorned.

Few laws exist among winged folk, and the few laws there are can be boiled down to one principle: Do not bring harm upon other winged folk or their communities. There are few winged folk who would intentionally harm another of their kind, and those few are exiled from their clan as soon as they are found out. Word is spread among the rest of the tribes, and there is usually no chance of return for such an outcast. Should one of these outlaws attempt to cause further trouble, he is hunted down and killed by members of his former clan.

**Economy:** Winged folk have a simple economy. They tend to be hunters and gatherers, as they do not care to till or dig the earth. Many times they will locate their homes near groves of fruit-bearing trees to make the gathering easier. Females are the main crafters, and their carvings of wood, ivory, and gemstones provide the bulk of the community's wealth. Elves act as intermediaries between winged folk and men in matters of trade, bartering finished carvings and furs for weapons, tools, utensils, and anything else the winged folk do not care to make.

The winged folk appreciate other types of wealth as well as their carvings. Mercenaries and adventurers are often motivated by the promise of gold and other riches with which to fill the communal coffers.

When acting as mercenaries, winged folk will not fight other winged folk serving for an opponent, nor will they put each other in any danger by any of their actions. This is expressly stated in any agreement between an employer and mercenary winged folk. At such times, both bands of winged folk would simply be sent to other areas, or both would terminate their service and leave. If only one of the employers is foolish enough to force the winged folk to fight each other, or even insist on it, the band hired by that employer will join the other side.

In battles against men, winged folk generally are employed as scouts to observe and report on enemy maneuvers and as messengers. If from 50-100 winged folk are present, they are usually employed as high-altitude missile troops who can decimate enemy ranks with little fear of retaliation. In sieges, they can scatter the defenders on the inside of a wall in this manner to enable other attackers to storm the walls with minimal resistance. Winged folk mercenaries are as highly regarded as any troops, and rightly so, for they bring aerial power to any battle, and can turn the tide for even a comparatively weak force.

**Military organization and tendencies:** Winged folk prefer to fight from the air using bows or javelins, but are not averse to closing with a foe and meleeing on the ground or in the air if the situation so dictates. They can hover for up to one round in mid-air (long enough to discharge missiles without penalty) once every five rounds. If a hostile party is outnumbered by four to one or more, winged folk may attempt to capture them with nets, bolas, and ropes instead of killing them.

When found in groups of 20 or more, winged folk troops will be armed as follows: 50% of the group will have longbows, and within this group 40% will also be armed with a sword, dagger, and bolas; 30% with spear, dagger and bolas, and 30% with axe, dagger and bolas. The remaining 50% of the group will be armed with 3 javelins, and within this group 40% will also be armed with sword, dagger, net, and rope; 30% with spear, dagger, net, and rope, and 30% with axe, dagger, net, and rope.



The winged folk bola does damage of 1-3/1-3/1-3 (roll separately for 3 attacks vs. normal AC of opponent) and an entanglement (roll vs AC 6). An entanglement will bind both legs together (35% of the time), one arm to the body (30%), both arms to the body (30%), or will cause the weapon to wrap around the throat (5%). Entanglement prevents an opponent from attacking for one round, and he defends at -4 for that round while getting disentangled. If both hands are caught, someone else must cut that victim loose. Otherwise, a victim can cut himself free from the entanglement of a bola attack.

The net and rope are used in conjunction with each other. The net is thrown (roll for an entanglement vs. AC 6, as with the bola) to entangle the opponent. If a victim is entangled in the net, the warrior who dropped the net will attempt to lasso the opponent and bind him during the round while he is struggling with the net (roll vs. AC 6 to see if the roping attempt succeeds).

Winged folk conform in all ways to the rules on aerial combat in the *Dungeon Masters Guide* for determination of damage causing loss of flight ability. They are class C in maneuverability.

The winged folk will be a power to be reckoned with more and more often as they continue to emerge from their retreats and conduct their affairs openly once more. The areas in which they choose to operate will certainly feel a great impact; the contributions of winged folk to a society will almost certainly result in advantages for all who show good will and willingness to cooperate with them.

# A NEW D & D CLASS: THE ALCHEMIST by Jon Pickens

The prime requisite for the Alchemist is Wisdom, but both Wisdom and Intelligence scores must exceed 12. Their alignment is NEUTRAL. Since fighting is not their normal vocation, their maximum armor class is 5, they may use only one-handed weapons (excluding magical swords), and their attack levels advance as Clerics. They have the saving throws of Fighters with a bonus of plus 2 against poison and non-magical paralyzation. They may use any potion, but only those magical items employable by all classes (see exceptions below). Psionic ability is as Fighters, with **Body Weaponry** replaced by **Molecular Agitation**. The Alchemist rolls six-sided hit dice up to Level 9, gaining 1 point per level after that. Alchemists must be human.

Name	Ex. Pts.	Detect Poison	Neut Pois.	Neut. Para.	Iden. Potion	Potions 1 2 3 4 5 6
Student	0	20%	10%	15%	5%	- - - - -
Cleric	1500	25%	15%	20%	10%	- - - - -
Scribe	3000	30%	20%	25%	20%	1 - - - -
Pedant	6000	35%	25%	35%	25%	2 - - - -
Savant	12000	45%	35%	40%	35%	2 1 - - -
Scholar	25000	55%	45%	45%	45%	2 2 - - -
Philosopher	50000	60%	50%	55%	50%	3 2 1 - -
Magnus	100000	65%	55%	65%	60%	4 2 2 - -
Alchemist	150000	75%	65%	75%	70%	4 3 2 1 -
Mstr. Alchem.	300000	85%	75%	85%	80%	5 3 3 2 -
Mstr. Alchem., 2nd	450000	95%	85%	95%	85%	5 4 3 2 1 -
Mstr., Alchem., 3rd	600000	100%	90%	100%	95%	6 4 4 2 2 -
Mstr. Alchem., 4th	750000		95%		100%	6 5 4 3 2 1
Mstr. Alchem., 5th	900000		100%			7 5 5 3 3 1
Mstr. Alchem., 6th	1050000					7 6 5 4 3 2
Mstr. Alchem., 7th	1200000					8 6 6 4 4 2
Mstr. Alchem., 8th	1350000					8 7 6 5 4 3
Mstr. Alchem., 9th	1500000					9 7 7 5 5 3
Mstr. Alchem., 10th	1650000					9 8 7 6 5 4
Mstr. Alchem., 11th	1800000					10 8 8 6 6 4

Thieves

LEVEL 9: Ability to prepare potions from samples

## EXPLANATION OF SPECIAL ABILITIES:

**Poisons:** Alchemists may brew potions of a strength level equal to their own experience levels. Each strength level costs 50GP and one day.

**Drugs:** As poisons, but double cost. Saving throw vs. Poison at -2. If failed, the victim is unconscious for 4 hours minimum. A successful constitution/resurrection throw is required to wake up (check each hour).

**Potions:** These require 200GP and 1 week per level to produce (see list). Research costs are the same as MUs for Spells, but having a sample allows 9th Level Alchemists to produce the potion even if the potion has not been developed. A sample allows an Alchemist able to research a potion add 40% to his chances of success. (Option: Raise production costs to 250GP and don't allow MUs potion production)

**Acids:** These are produced by the gallon and do 1 six-sided die damage per level strength. These cost 100GP and 1 day per

level strength. Maximum strength equals Alchemist level. From the 3rd level the Alchemist has a 15% chance of neutralizing half acid damage, providing the victim survives. This chance increases 5% for each additional level.

## EXPLANATION OF ABILITIES:

**Detect Poison:** Allows the Alchemist to tell by explanation whether or not an item or creature is poisonous, or whether a character has been poisoned.

**Neutralization Poison:** This will eliminate the effects of poison up to twice the Alchemist's own level. This may only be used once per character per time poisoned and will not revive a character killed by poison.

**Neutralize Paralyzation:** This cancels the effects of paralyzation caused by creatures up to twice the Alchemist's level. It will not work against paralyzation caused by devices (wands, staves, swords, or spells).

**Identify Potion:** This allows the Alchemist to correctly identify a potion. If a Potion of Delusion is not identified, check again to see if it is identified incorrectly. This may also be used to test for acids or similar compounds.

As the Alchemist advances, he gains the following special abilities:

**LEVEL 1:** Ability to Read Languages (80% chance, one attempt per week per item); Ability to prepare poisons and drugs; and Ability to prepare a Potion of Delusion

**LEVEL 3:** Ability to prepare potions and acids

**LEVEL 5:** Ability to prepare Blade Venom

**LEVEL 7:** Ability to Read Magic (and hence Scrolls) as

## ALCHEMIST POTIONS

### LEVEL 1

1. Heroism
2. Giant Strength
3. Animal Control
4. Water Breathing
5. Healing
6. Purification Powder (10)
7. Flash Pellets (5)
8. Dust of Sneezing (10)
9. Oil of Slipperiness
10. Tanglefoot Pills (2)

### LEVEL 2

1. Speed
2. Levitation
3. Growth
4. Diminution
5. Human Control
6. Plant Control
7. Dust of Appearance (10)
8. Dust of Paralyzation (10)

### LEVEL 3

1. Superheroism
2. Polymorph\*\*
3. Fire Resistance
4. Extra-Healing
5. Fly
6. Clairvoyance
7. Clairaudience
8. Dust of Sneezing and Choking (15)

### LEVEL 4

1. Invulnerability
2. Undead Control
3. Giant Control\*\*
4. Immunization from Lycanthropes
5. Invisibility
6. Homunculi Creation

### LEVEL 5

1. Dragon Control\*\*
2. Gaseous Form
3. Treasure Finding
4. Dust of Disappearance (20)
5. Oil of Etherealness
6. Cloning Culture

### LEVEL 6

1. Longevity
2. Cure Disease
3. Regeneration
4. Mind Damp

( ) Number of units produced

\*\*The exact type of creature turned into or controlled is specified when the potion is started.

## EXPLANATIONS OF NEW POTIONS

## LEVEL 1

- Dust of Sneezing — Non-fatal variant of Dust of Sneezing and Choking. Saving Throws are at -2. Dust causes a coughing spell lasting 2-8 melee rounds. Makes 10 packets of dust.
- Flash Pellets — A small pellet which explodes on hard contact with an unyielding substance. If not expecting it, the victims have a 90% chance of being blinded for 2-8 melee rounds. Don't fall into a pit. Makes 5 pellets.
- Purification Powder — When sprinkled on bad food or water makes them fit to consume. Will NOT neutralize poison or drugs. Serves 10.
- Tanglefoot — Small synthetic fungoid which rapidly expands to fill a 10' X 10' area with rubbery tentacles. Men require 3 turns to force their way through, a giant takes one. The tendrils dissipate harmlessly in one hour. Makes 2.

## LEVEL 2

- Dust of Paralyzation — Similar to the Dust of Sneezing and Choking, but the effects of missing the saving throw are paralyzation for 1 hour. Makes 10.

## LEVEL 4

- Immunization from Lycanthropes — Protects user from contracting Lycanthropy for a period of one month. There is a 1% chance of contracting the disease from the serum.

## LEVEL 6

- Cure Disease — Act as the Clerical spell
- Regeneration — Acts as a Ring of Regeneration with a duration of one day, with revitalization ability if the body is fresh (up to three days, with a constitution check needed after the first). If applied over an extended period (at least two weeks) to an inactive character, it can be used to regenerate a lost member of the body.
- Mind Damp — This potion renders the user immune to psionic location or attack (including Crystal Ball, ESPing, etc.) for a period of one week. The user may not employ psionic powers during this period. It renders psionic devices inoperative for that period also (ESP Medallion, Amulet of Inescapable Locating).
- Other ideas for activities for high level Alchemists:
- |            |               |               |
|------------|---------------|---------------|
| Greek Fire | Flesh Golems  | Transmutation |
| Gunpowder  | Poison Cloaks | Hallucinogens |
- Alchemic Magical Items include:
- Any device save Wands or Staves which can summon elementals.

Alchemists can control which liquids emerge from the Jug of

**Alchemy** and the **Beaker of Plentiful Potions**. For other types, these items disgorge their contents randomly when poured.

The Alchemist is able to use the **Manual of Golems**.

The **Grimoire of Archaic Alchemy** adds one experience level to Alchemists and 10,000 experience points to MUs. Clerics take 7000 experience points and 5-30 points losses. Other types lose 2-20 points.

For other books, the Alchemist takes damage as a Cleric, except the **Book of Infinite Spells** which does 5-20 points to him.

The **Philosopher's Stone** looks exactly like the Luckstone and Loadstone, but is valuable only in the hands of an Alchemist. The stone contains 2-8 charges. One charge may be used to add

20% to a research roll **or** to transmute 10,000 wt points of lead into gold or silver (50% chance of each). In addition, while the stone has any charges left, the Alchemist may use it to "Cure Disease" once per day, **free**. The Alchemist may not contact a disease while he carries the stone on his person. As the stone is immune to heat (even dragon breath) it may be tested by throwing into a vat of molten lead (which would of course destroy a Luckstone). The stone disintegrates when the last charge is used.

## ON POISONS

Animal poison is usually one level strength per die. Trap poison is variable.

If the level of the poison is equal to or greater than the number of dice the victim has, the victim must save vs. poison or die in 3 melee rounds.

If the poison level is less than this but half the number of the victim's dice or more, the victim must save vs. poison or suffer the effects of the "slow" Spell (the effects last until a constitution/resurrection check is successful, rolling once each hour).

If the poison level is less than this but half the number of the victim's dice or more, the victim must save vs. poison or suffer the effects of the "slow" Spell (the effects last until a constitution/resurrection check is successful, rolling once each hour).

If the poison level is less than that, there is no effect, but the poison accumulates. Note: this penalty might have been removed without reducing the poison level in the body by the FTR making his Constitution check at the beginning of the next or subsequent hours.

EXAMPLE: A Level 7 FTR is bitten several times by a 3-die poisonous spider.

Assume two bites and one missed saving throw. The FTR is moving at "slow" speed (4½ out of 7). If he is bitten again and misses his saving throw he is dead; but in any case the fourth bite will kill him.

Assume a Level 1 Alchemist attempts to neutralize the poison after the FTR kills the spider. Since the maximum level a 1st level Alchemist can remove is two, and since one bite cannot be broken down, the Alchemist can only attempt to neutralize 1½ levels of poison. If he misses, he may not try again. A successful attempt removes the "slow" penalty from the FTR.

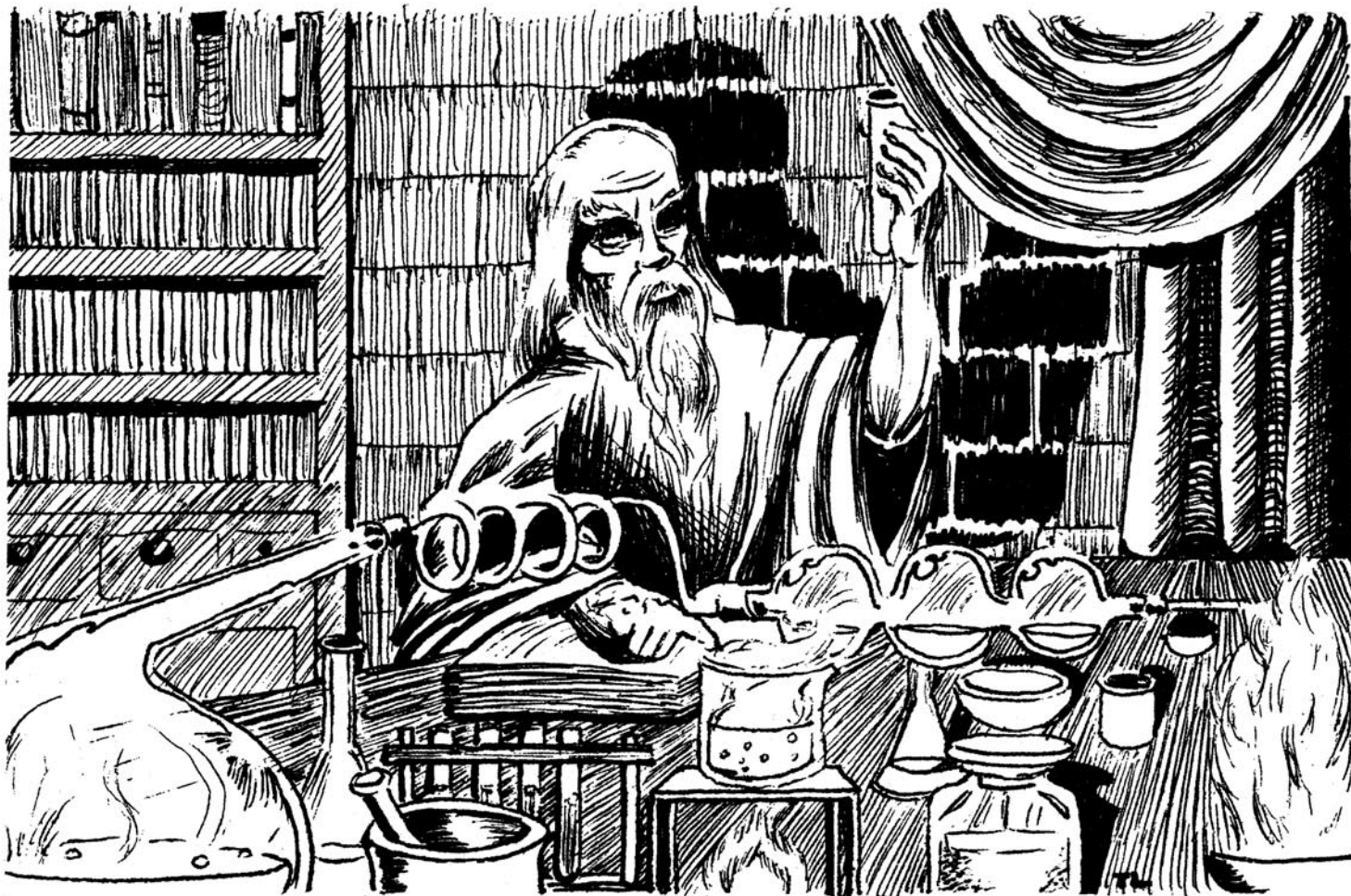
Blade Venom: This special poison for application to cutting weapons costs 200GP and 1 week to prepare. The victim struck must save vs. poison or die in 3 rounds. The venom is kept in vials which contain enough for three hits with a blade or three arrows. It loses potency rapidly, becoming useless 24 hours after the vial is opened. A batch yields one vial.

Belladonna: Treat this as a ½ level strength poison.

A large dose of most poisons is easily detectable, reduce the chance of ingestion by 20% for each dose over the basic one. (A rat will usually, 90%, gulp down a ration with level one poison, but only has a 70% chance of eating a ration with a double dose of Belladonna).

For natural elimination of poison, add 1 day to recuperation time per ½ level poisoned, or require a daily roll vs. constitution to remove a level of poison. This is in addition to any time spent recovering from wounds.

Optionally, a cleric may be allowed to remove only as many levels of poison as levels of experience he has achieved. Unlike the Alchemist, these are subtracted immediately from the accumulated levels of poison in the body of the recipient.



## ...and one who seeks the perfect mix

by Roger and Georgia Moore

Alchemists are persons engaged in research and experimentation with matter; they are the chemists (and, to a lesser extent, the biochemists) of the magic-oriented universe. In general, Alchemists are experienced in compounding magical and exotic substances used in making potions, and are skilled at identifying magical potions as well. Many Alchemists have specialized areas of interest, somewhat in the manner that Sages specialize in their areas of knowledge.

Any Alchemist may manufacture potions for a Magic-User, and it is recommended that the rules for costs and time to make them as given in the *Dungeon Masters Guide*, p. 116-117, be used for the sake of simplicity. The Dungeon Master should make up a list of the special ingredients necessary for each potion as the need arises. It should be remembered that the Alchemist is not going to be responsible for obtaining any of these materials, no matter how much he or she is paid! Arrangements should be made by the Magic-User to provide the necessary materials.

### Special Skills

As previously mentioned, many Alchemists have special areas of

interest in their research. If not otherwise engaged in any activity for a player, the Alchemist will likely involve himself or herself in personal experimentation in a chosen field. Research costs money, however, and the Alchemist will doubtless expect some support from his patron, in the form of enough gold to purchase space and supplies the Alchemist believes necessary for his work. What support the Magic-User provides will, of course, affect that Alchemist's loyalty to the patron Magic-User.

The most common areas of alchemical research and study are listed below, with additional comments on special knowledge the Alchemists in that field will have as a result:

**Elemental Essences** — This field is devoted to the study of the four basic elements of the magical universe: Earth, Air, Fire, and Water. Alchemists in this field attempt to discover the four fabled essences of each of the elements (something like trying to produce the modern elements in pure atomic form). An example of such an essence is *Phlogiston*, the essence of Fire. Researchers in this area of knowledge are particularly knowledgeable about the Elemental Planes and their inhabitants, and tend to be Neutral in alignment.

**Metallurgy** — This field involves the study of the refining of metals, in pure or compounded forms, to meet the needs of weapon-

### Alchemist Characteristics

**Strength:** 1dS + 8

**Intelligence:** 1d6 + 12

**Wisdom:** 1d8 + 8

**Age:** Middle-aged to venerable.

**Constitution:** 2d4 + 8

**Dexterity:** 2d6 + 4

**Charisma:** 3d4 + 2

### Alignment; (roll percentile score)

01-05 Lawful Good	31-45 Neutral Good	81-85 Chaotic Good
06-25 Lawful Neutral	46-65 True Neutral	86-95 Chaotic Neutral
26-30 Lawful Evil	66-80 Neutral Evil	96-00 Chaotic Evil

**Hit Points:** 10d4 plus constitution bonus, if applicable.

makers, armorers, builders, etc. Metallurgical Alchemists strive to discover or create the yellow "ultimate metal," *Orichalcum*, said to be light as air, yet so strong that it cannot be bent or scratched. These Alchemists are particularly knowledgeable about the manufacture of materials such as bronze, brass, high-grade steel, and other important substances.

**Acids and Solvents** — Alchemists in this area of research can create and identify acidic substances with ease, even exotic sorts like Black Dragon acid. They search for the *Alkahest*, the ultimate solvent, so powerful that it will dissolve any material it is in contact with. A secondary line of investigation in this field deals with finding materials to neutralize acids and their effects.

**Transmutation** — This study seeks ways of permanently transforming one substance into a new substance, of different chemical and physical qualities. Students of this field are familiar with the manufacture of many compounds and mixtures. Alchemists in transmutational research work toward finding the *Philosopher's Stone*, rumored to be a red powder that can transform any base metal (e.g., lead, copper, etc.) it is mixed with into one thousand to one million times its weight in gold. If the *Philosopher's Stone* is impure in quality, then it transmutes the base metal it is mixed with into silver.

**Toxins and Antitoxins** — Much of the research that Assassins do when studying poisons is taken up in this field, but on an even deeper level. Evil-aligned Alchemists often work in this field, though some good-aligned ones do as well, researching various antidotes, antivenoms, and the like. There are two main thrusts to the research in this field; one goal is to discover the *Aqua Mortis*, the absolute poison, instantly fatal and completely undetectable. The other goal is to find the *Aqua Vitae*, the Elixir of Life, which will cure all diseases or ills and prolong life indefinitely. Some of these Alchemists will maintain close ties with an Assassins' Guild if they are doing poison research, while those working with antitoxins may be part of a major church or religious organization.

**Biogenesis** — This field parallels modern biochemistry in its scope, though of course the methods are very different. These Alchemists use chemical and magical substances to produce new and different forms of life, and are the Alchemists that must be consulted when a Magic-User desires to create a Homonculus. Other abilities of students of biogenesis include the creation of certain magical monsters such as the Cockatrice and the Basilisk, and some Alchemists are able to make a Flesh Golem (though these characters are rare indeed). Work in biogenesis is geared to ultimately producing *spontaneous generation*, the creation of organic life from inorganic material.

It should be noted that the goal of each field is the attainment of an absolute — not possible in a technological universe but not necessarily impossible in a magical universe in which the existence of absolutes is a fundamental law. Any Alchemist will only rarely (5%) achieve his or her goal to find *Phlogiston*, *Orichalcum*, or whatever in his or her lifetime. An Alchemist in the hire of a player character will *never* achieve those goals, since his or her research will be constantly interrupted by requests from the Magic-User for new potions and other diversionary research. Dungeon Masters should consider, too, the possible effects of actually developing such "absolute" materials (in what container could the *Alkahest* be kept?), and any research that is not interrupted by the player character will be costly indeed. Dust from an Outer Plane, water from the sea of another world, an ointment used in an bygone age: These are some of the possible needs the Alchemist may envision for his/her research (and most leads may well prove false!)

### Hiring an Alchemist

Alchemists may only be hired by Magic-Users of 7th level (Enchanter) or above. Other classes may consult Alchemists for answers to specific questions related to that Alchemist's field of expertise, but employment for long-term projects will not be taken. Nearly all Alchemists will be found in cities or large towns, and are part of a formal or semi-formal Brotherhood that provides support for alchemical studies. An advance of 10 to 100 gold pieces must be offered, with a promise of at least a full year of employment and a well supplied laboratory as outlined on p. 116 of the *DMG*, before an Alchemist will seriously consider employment with the Magic-User. The usual

monthly payment for an Alchemist runs between 30 to 120 g.p. to cover used materials, purchases of texts, etc. The minimum expenditure for the Alchemist's laboratory should be about 10,000 g.p.

### Consultation Abilities

When consulted by any character for purposes of answering minor questions or identifying potions, Alchemists usually charge a fee of 100 to 150 g.p. per day. Potion identification will take as many hours as its experience point value divided by 100; potions with no experience-point value will take 2 hours to identify. Identification has a base 90% chance of being correct, with an additional 1% added for every point of Intelligence the Alchemist has over 10. Thus, an Alchemist with an Intelligence of 17 can identify potions with 97% accuracy, and could identify a *Potion of Longevity* in 5 hours (500/100 = 5). The same percentage chances for success may be applied to question asked of Alchemists in their fields of expertise, such as asking a toxin-studying Alchemist to identify a poisonous substance, or asking an elemental-essence Alchemist about Salamanders on the Plane of Fire. Dungeon Masters should make their own rulings on how long such questions would take to be answered; very involved or difficult questions may take 3-18 days to be answered, if they can be answered at all.

Once an Alchemist has spent more than one day researching a topic for a player character, he or she will need two days of rest for every seven spent in the laboratory, during which time the Alchemist will do no productive Alchemical research. Loyalty to the player character may drop if the Magic-User disrupts this off-duty time frequently.

### Non-Human or Part-Human Alchemists

Humans, elves, and half-elves only may become Alchemists. These are also the only races that may use magic; hence the limitation. If a Magic-User attempts to hire an Alchemist of a different race than his or her own, then some resistance and prejudice may be encountered. These problems may be overcome given time or favorable treatment.

### Final Notes

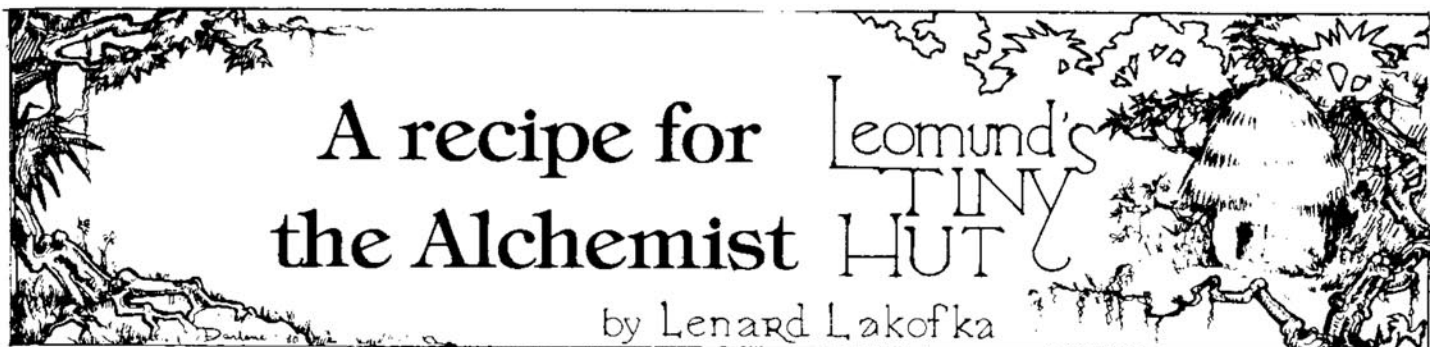
For the creation of homonculi, it is suggested that Pseudo-Dragon venom and Gargoyle blood be among, the required ingredients, as well as the Magic-User's own blood, since these items bear some relationship to a Homonculus's poisonous bite and appearance. Costs and time for making a Homonculus are outlined in the *Monster Manual*.

Alchemists may engage in hand-to-hand combat using either a dagger or a club (symbolic of the pestle used in the alchemical trade), at the same "to hit" odds as a 10th-level Magic-User. They wear no armor and may use oil.

Formulas for manufacturing cockatrices may be found in L. Sprague de Camp's book, *The Ancient Engineers*, Chapter 9, "The European Engineers." Additional notes appear in *The Worm Ouroboros*, by E. R. Eddison, "Conjuring in the Iron Tower." Note that de Camp's book refers to the cockatrice as a "basilisk," and tells of an alchemical way of making gold from burnt "basilisk" parts.

At the Dungeon Master's option, cloning may be performed by biogenesis-studying Alchemists; this should be considered a very powerful (and very rarely performed) ability that will entail expenditures of 100,000 g.p. or more. Making Flesh Golems should be handled in a similar way. The *Manual of Golems* can be handled and used by Alchemists only if it discusses creating Flesh Golems; all other golem-making manuals cause 6-36 points damage to the reading Alchemist.





The alchemist is an obscure sub-class of magic-user. He/she is always a non-player character, as the rules here will indicate. The class is detailed because information on the alchemist is of value when he/she is encountered in a town or hired by a player character as a henchman. It is helpful if the DM knows what an alchemist can and cannot do.

His profession encompasses some of the common trades, and thus tradesmen, when encountered, might have minor knowledge of alchemy. These trades are those of potter, glass blower, brewer and distiller as defined within the text. Brewers and distillers need not learn magic, of the type used by alchemists, to ply their trades.

An alchemist must have the following minimum or maximum scores: strength at least 9, intelligence at least 10, wisdom at least 6, dexterity at least 9, constitution at least 14 and charisma less than 16. Humans, elves and half-elves may be alchemists. Only humans can become masters and grandmasters. An alchemist may never be a multi-classed character.

Experience is gained by alchemists only from plying their trade and never from adventuring. Experience is given as fol-

lows, in case you wish to advance a non-player novice through a few ranks to be more useful to the party as a henchman.

For each piece of pottery used in the trade, 3xp (this award cannot be given beyond 3rd level).

For each major glass instrument blown/crafted, 6xp (this award cannot be given beyond 5th level).

For each potion identified by the "10% test," 7xp (this award cannot be given beyond 7th level).

For each potion made correctly, 10% of the potion's xp value. If no xp value is given, then award 20 points. This award is given for every properly made potion.

For each poison made correctly, 5xp for a mild poison, 15xp for a toxic poison, 25xp for a lethal poison and 40xp for a destructive poison. This award is not given to Masters and Grandmasters.

For each mixture analysis done correctly, 45xp.

For each spell learned, 7xp per level of the spell.

Alchemists must have specific intelligence levels to obtain higher magic spells as well as for the more complex potions. If the alchemist is not smart enough, he/she will never be able to

#### ALCHEMISTS ABILITIES

See text for an explanation of each listing. All percentages give the chance of success.

Level of alchemist	Craft accuracy		Potion Identification via:			Manufacture		Poisons:		Potions:			
	Pottery	Glass	"10% test" of a known potion	Analysis of a known potion	Analysis of an unknown potion	Mild	Toxic	Lethal	Destructive	first	second	third	fourth
1	93%	—	—	—	—	—	—	—	—	—	—	—	—
2	94%	70%	—	—	—	—	—	—	—	—	—	—	—
3	95%	75%	60%	—	—	—	—	—	—	—	—	—	—
4	96%	80%	65%	—	—	—	—	—	—	15%	—	—	—
5	97%	85%	70%	—	—	—	—	—	—	25%	20%	15%	10%
6	98%	90%	75%	—	—	—	—	—	—	48%	35%	29%	23%
7	99%	95%	80%	—	—	65%	48%	36%	27%	71%	50%	43%	36%
8	100%	100%	85%	85%	60%	81%	64%	52%	43%	94%	65%	57%	49%
9	100%	100%	90%	91%	70%	97%	80%	68%	59%	100%	80%	71%	62%
10	100%	100%	95%	97%	80%	100%	96%	84%	75%	100%	95%	85%	75%
11	100%	100%	100%	100%	90%	100%	100%	96%	91%	100%	100%	99%	88%

#### Potions listed by difficulty

This list tells what potions can be made by prescriptions written in Alchemese. Alchemists who do not have the proper intelligence cannot make potions of greater difficulty than their intelligence will allow. Substances are also in the list.

##### First Difficulty

*Intelligence 10+*

Animal Control  
Climbing  
Delusion  
Levitation  
Sweet Water  
Skeleton/Zombie Control  
Water Breathing  
Dust of Appearance

##### Second Difficulty

*Intelligence 12+*

Clairaudience  
Clairvoyance  
Diminution  
Fire Resistance  
Healing  
Oil of Slipperiness  
Philter of Love  
Poison  
Speed  
Ghoul/Ghast Control

##### Third Difficulty

*Intelligence 14+*

ESP  
Extra Healing  
Flying  
Gaseous Form  
Invisibility  
Longevity  
Philter of Persuasiveness  
Plant Control  
Polymorph Self  
Wight/Wraith/Shadow Control  
Dust of Disappearance  
Dust of Sneezing & Choking

##### Fourth Difficulty

*Intelligence 16+*

Dragon Control  
Heroism  
Human Control  
Invulnerability  
Oil of Etherealness  
Super-Heroism  
Treasure Finding  
Ghost/Vampire/Spectre Control  
Keoghtom's Ointment  
Nolzur's Marvelous Pigments

cast higher-level spells or make the most complex potions. Alchemists must have an intelligence of 12 for 3rd-level spells and second-difficulty potions; intelligence of 14 for 4th-level spells and third-difficulty potions; intelligence of 16 for 5th-level spells and fourth-difficulty potions.

The alchemist writes "prescriptions" in a special language. His/her spells, if any, also are written in "Alchemese." Thus, a magic-user cannot use an alchemist's spell book without both Read Magic and Comprehend Languages. Once an individual spell is understood the magic-user would not have to resort to using those two spells again to read that particular spell.

In like manner, an alchemist must have *Read Magic* and *Write* to transcribe a spell from a magic-user's book to his book. He/she can never learn the spell directly from the magic-user's book and transcribe it later. It must be translated and then written down. Copying a spell without *Write* is possible but the chance of error is 10% per level of the spell and the time required is one week per spell level. An error in the spell will ruin it 80% of the time but the other 20% it will cause it to backfire. Clerics and Illusionists cannot understand Alchemese, but neither can an alchemist read their scrolls or books.

Alchemists can begin to make potions at 4th level, but the chance of misconcoction at that level is quite high. Some potions, as mentioned earlier, are beyond the intelligence of some alchemists and thus are doomed to failure. Even a 5th-level alchemist with the proper intelligence may attempt a fourth-difficulty potion, but his chance of success is rather small.

Alchemists may not wear magic armor of any type, including *Bracers of Defense*, but items that are of *Protection* (cloaks and rings) may be used. Alchemists rarely use weapons but they may learn the use of two, the dagger (never thrown) and the dart. Those two weapons may be magical. Alchemists cannot employ rods or staves and only wands of *Detection* and *Magic Missile* can be used. Even with *Read Magic*, scrolls are useless to alchemists.

The alchemist may own the following items from the miscellaneous magic list in the DMG: *Alchemy jug* (a Master can obtain two types of liquid per day from the jug), *Bag of Transmuting*, *Bag of Holding*, *Beaker of Plentiful Potions*, *Brooch of Shielding*, *Crystal Ball*, *Decanter of Endless Water*, *Dust of Appearance*, *Dust of Disappearance*, *Dust of Sneezing and Choking*, *Flask of Curses*, *Helm of Comprehending Languages and Reading Magic*, *Helm of Telepathy*, *Keoghtom's Ointment*, *Manual of Bodily Health*, *Mirror of Mental Prowess*, *Nolzur's Marvelous Pigments*, *Periapt of Health*, *Periapt of Proof Against Poison*, *Scarab of Protection*, *Stone of Good Luck*, *Stone of Weight*, and the *Iron Flask of Tuerny the Merciless*.

If forced into combat, Alchemists fight as Magic-users. They make saving throws as a M-U, at minus 2 on all forms except vs. spells.

Certain aspects of alchemists' spells, such as range, duration and area of effect, will vary according to the alchemist's "level of magic," which is not necessarily the same as level of experience. The "level of magic" at which an alchemist can cast a spell is determined by the alchemist's hit dice; for instance, a Scholar is a 7th-level alchemist in terms of experience, but he/she has 4+6 hit dice, so his/her magic will be cast at 4th level. Alchemists do not progress in level or spell-casting ability beyond Grandmaster, which is the 11th level of experience and has a "magic level" of 7.

Multiple Grandmasters can exist, but rarely in the same vicinity. If two Grandmasters are in the same town, one might well try to do in the other.

All alchemists will be lawful in alignment, and 80% of them will be lawful neutral with 10% lawful evil and 10% lawful good. It is possible for low-level alchemists to observe other alignments, but they all will have changed to lawfulness by the time they reach 6th level (Identifier).

ALCHEMISTS TABLE					
Level	Title	4-sided dice for hit points and magic level	Experience points	Spells learnable by level 1 2 3 4 5	Special notes
1	Potter	1	0-1000	- - - - -	A
2	Glassblower	1+2	1001-3200	- - - - -	B
3	Apprentice	2+2	3201-6000	1 - - - -	C
4	Brewer	2+4	6001-10000	2 - - - -	D
5	Alember	2+6	10001-18500	3 - - - -	E
6	Identifier	3+6	18501-30000	4 1 - - -	F
7	Scholar	4+6	30001-50000	4 2 1 - -	G
8	Graduate	4+8	50001-75000	4 3 2 - -	H
9	Alchemist	5+8	75001-110000	4 3 3 1 -	I
10	Master	6+8	110001-200000	4 4 3 2 1	
11	Grandmaster	7+8	200001+	4 4 4 2 2	

#### Explanation of Special notes

At the first through ninth levels of experience, an alchemist acquires certain special abilities and characteristics for rising to each new level. Abilities and characteristics acquired at lower levels always apply at higher levels as well, unless superseded by a higher-level ability. (For example, the description under Special note "A" says "A Potter has no knowledge of alchemy whatsoever." Obviously, this characteristic does not apply to a alchemist of sufficiently high level, although a high-level alchemist would certainly retain the knowledge and skill of Potter.)

**A.** A Potter can do little more than craft pottery used by the alchemist to heat, stir, grind and store items. He learns how to tend for the hearth. Each pot must be made from scratch. This process will take at least 48 hours. The percentage chance given in the abilities chart is for a successful crafting. Failure means the pot will be useless. A Potter has no knowledge of alchemy whatsoever. Pottery sells for from 1-100SP per unit, depending on the item.

**B.** A Glassblower makes beakers, flasks and other glass items used in the laboratory. His craft will take from 3-8 hours per piece. The chart measures his/her chance of success by level; note that Graduates (8th level) and higher always craft pottery and glassware successfully. Glass items sell for 6-600SP per item. The amount of pottery and glass needed for any experiment will be determined by the DM. Alchemists often have a number of novices working for them so that they do not have to make pots and glassware themselves. Both Potters and Glassblowers might go on in those trades and never take up further alchemist studies.

**C.** An Apprentice begins to learn magic of a minor sort. Each is taught *Read Magic* and can learn various other spells as outlined herein. Apprentices are taught trial-and-error potion identification, commonly called the "10% test." A list of potions so tested must be kept for each Apprentice as he/she progresses in rank. Only potions that are fully understood through prior testing can be examined and identified by this 10% imbibing. The Apprentice learns to study the reaction of the liquid and not to look for taste, smell, or color, since since potions with identical effects may be totally unlike in taste or color if made by different alchemists. Obviously, identical potions made by the same alchemist will have identical taste, smell, color, etc.

Potions never tested before will be unknown to the Apprentice but will add to his/her knowledge. A Grandmaster always knows a similar potion by the "10% test" if he/she has imbibed one before. Apprentices charge 40GP for this service, and 10GP may be added per level of the alchemist for this test due to the better accuracy achieved at higher levels.

Spells other than *Read Magic* must be learned just as a magic-user learns a spell. Remember that alchemist spells are written in Alchemese and must be in that form to be memorized/learned. The charge for casting a spell, if appropriate, is given in the spell list.

**D.** A Brewer learns ways of preparing various compounds by boiling and mixing ingredients. He/she must be told what to mix, or the results are 85% likely to fail. Potions of the first difficulty can be attempted in this way, but failure will result in a potion that has the opposite result. *Animal Control* will cause the animal to feel blind rage. *Climbing* will cause the figure to be pushed away from the surface being climbed. *Delusion* will cause the imbiber to become more alert and thoughtful, but then he/she will give in to almost any suggestion. *Levitation* will cause the figure to plunge as if he/she weighed twice as much, thus damage will be double and saving throws for items will be at -1. *Sweet Water* will pollute the sample even more and turn it into a mild poison (2d4 damage). *Skeleton/Zombie Control* will cause those monsters to attack the imbiber, foregoing all other victims. Any cleric within 20 feet of the imbiber will be unable to turn or destroy the monsters. *Water Breathing* will cause the figure to gag and cough and speed the rate of drowning by 100%. *Dust of Appearance* will fail so that invisible objects will not be revealed. However, all adverse results of making such a potion will initially not be evident, causing the Brewer or imbiber to believe the potion is correct. A defect in an improperly prepared potion is detectable by the 10% test or by regular analysis, but at -30% to the normal chance for proper identification.

Brewers can make various chemical compounds but never any item that requires crystallization or distillation (i.e., potions of materials of the second or higher level of difficulty). Brewers are 75% likely to know how to brew beer, ale and/or malt liquors. They often prepare these liquids for extra money if their master will allow such "nonsense."

**E.** An Alembic is a student of distillations of various types. He is allowed to perform various steps in potion manufacture but always under direct supervision. He is taught the first elements in the alchemist's written language, Alchemese. Unless *Comprehend Languages* is available, another figure cannot read an alchemist's prescription on how to make a potion. At 11th level, magic-users can learn this language so that they no longer need an alchemist to make a potion. Alembics can attempt a potion of their own but such a potion, even if *Comprehend Languages* is available, might fail.

Those percentages are given in the alchemist abilities chart. However, failure will produce specific results. Roll percentile dice and consult the following table to determine success or possible after-effects of a potion that fails.

Result	Alchemists only	A non-alchemist or a magic-user under 11th level using <i>Comprehend Languages</i>
Success	1-25	1-15
Complete failure	26-45	16-50
Explosion (6d4 damage)	46-50	51-58
Half efficacy	51-60	59-64
Opposite effect	61-70	65-79
Mild poison (5d4 damage)	71-90	80-90
Toxic poison (5d6 damage)	91-96	91-96
Lethal poison (Death unless a save is made; 4d6 damage in any case)	97-00	97-00

**Modifiers to percentile dice roll:** For alchemists of 6th level (Identifier) or higher, subtract 23 for each level higher than 5th. For non-alchemists or magic-users under 11th level, subtract 2 for each level higher than 1st. Note that the subtraction for a 10th-level or 11th-level alchemist is always greater than 100; hence, all potions manufactured by them are successful. All modified results of less than 01 are treated as 01.

Examples: A Scholar (7th level) reads a potion prescription based on his knowledge of Alchemese. He is allowed to subtract two times 23 from any dice roll. If he rolls 86, he subtracts 46 for a result of 40 (complete failure). A fighter of 8th level with a *Helm of Comprehend Languages* and *Read Magic* would be allowed a subtraction of 7 (levels over 1st) x 2, or 14, from his/her dice roll in trying to make a potion. Such a fighter would still have to have an intelligence sufficient to make the potion (i.e. depending on the degree of difficulty of the potion), so that a fighter of intelligence 11 could not make a potion of the second difficulty even with the helm. Note that an 8th-level magic-user would have just as much chance as an 8th-level fighter. Only at 11th level do magic-users gain real alchemist abilities. The conversion table for magic-users to alchemists is given below:

Magic-user level	Equivalent alchemist level
11 - 12	8
13 - 14	9
15 - 16	10
17+	11+

Thus, in any attempt to perform any function of an alchemist, a 14th-level magic-user is equal to a 9th-level alchemist. It must be noted that a magic-user of 11th or higher level gains no extra spells by learning alchemy. If he/she wishes to learn and then memorize a spell written in Alchemese it is at the level in alchemist terms regardless of what level spell it might be for the magic-user.

Example: A Wizard (12th level) wishes to learn the spell *Magic Missile* written in Alchemese. It is a 5th-level alchemist spell and must be learned at the Wizard's 5th level even if he/she knows it at first level as a magic-user. Further, the Wizard will only obtain the results with it that an alchemist would obtain, i.e. four Magic Missiles. That would be true even if the Wizard were 20th level! Thus, magic-users use the equivalent alchemist level when learning such spells. An alchemist's highest effective level for the purpose of range, duration, etc. is 7th.

**F.** The Identifier begins to learn second-level alchemist spells. *Identify Potion* is always taught first and the student may consider his/her intelligence as being two full points higher for the learning percentage on this important spell. The Identifier learns no new skills.

**G.** The Scholar is given the knowledge of third-level alchemist spells as well as the knowledge to make poisons. He/she can make poisons in four stages: mild, toxic, lethal and destructive. His/her chance of success is measured in detail as follows:

Type of Poison	Damage Inflicted:			Manufacture result:		
	Failed Save	Successful Save	Saving throw modifier	Success	Failure	Half efficacy
<b>Ingested types</b>						
Mild ("A")	5d4	2d4	+2	1 - 65	66 - 88	89 - 00
Toxic ("B")	5d6	3d4	+1	1 - 48	49 - 84	85 - 00
Toxic ("C")	5d8	5d4	0	1 - 40	41 - 84	85 - 00
Lethal ("D")	Death	4d6	0	1 - 36	37 - 75	76 - 00
Destructive ("E")	Death	5d6	-1	1 - 27	28 - 68	69 - 00
<b>Insinuating types</b>						
"A"	4d4	0	+1	1 - 70	71 - 90	91 - 00
"B"	4d6	0	0	1 - 55	56 - 92	93 - 00
"C"	4d10	0	-1	1 - 37	38 - 84	85 - 00
"D"	Death	0	0	1 - 27	28 - 78	79 - 00

Half-efficacy poisons do the same damage as if there were a successful saving throw versus poison on a full-strength ingested poison. If the saving throw versus a half-efficacy poison is made, there is no damage whatsoever. Half-efficacy insinuating poisons do 2d4, 2d6, 2d10, and 2d12 respectively if the saving throw versus poison fails. If the saving throw is made there is no damage. These poison types conform, roughly, to the list given on page 20 of the DMG.

Modifiers to Manufacture result dice roll: Subtract 16 from the roll for each level of the alchemist above 7th level. Subtract only

8 from the die roll for each level of a magic-user above 11th level and limit the subtraction to 40. Magic-users just do not make poisons as well as alchemists do. In fact, you might wish to forbid magic-users from making poisons altogether. The cost of the various poisons is given in the DMG, page 20.

**H.** Graduates learn analysis techniques of potion identification so that imbibing is not necessary. 10% of the potion is consumed in the analysis. Without the text of the prescription in the Graduate's book, he/she is 40% likely to misidentify the potion. With the prescription, the chance for misidentification is only 15%. Any analysis has a 10% chance to produce an explosion. Check for this chance before determining if the analysis was a success or not. The chance is reduced by 2% per level above 8th so a Grandmaster is only 4% likely to have his lab explode. The explosion so produced will deal out 4d4 points of damage. The charge for such an analysis is 150GP.

**I.** Alchemists of 9th level learn what will occur if two potions are mixed. They can, by chemical analysis, predict with 70% accuracy the result of a potion mixture. This accuracy is 80% for a Master and 90% for a Grandmaster. Use the chart on page 119 of the DMG. If the accuracy percent is diced then tell the player the proper result. If it is not, re-roll and tell the player the new result. The cost of the miscibility analysis is 450GP. This analysis actually requires mixing about 5% of the two potions and thus the actual result does occur, but at a substantial reduction. Explosion will deal out 1d8 of damage. Explosion might also occur due to the analysis itself. This is 20% likely for an Alchemist, 15% for a Master and 10% for a Grandmaster. Explosion due to the analysis will yield 4d6 points of damage.

If two alchemists prepare identical potions, they will mix in the same way only if the prescriptions are identical. Thus, a Healing potion could be mixed with a potion of *Gaseous Form* and an explosion might result. However, if either of the two potions were made from a different prescription a new result would be obtained if they were mixed.

Giving formulas for each and every potion would be a waste of time. Some suggested key ingredients are given in the DMG (pages 116 & 117). Others can be substituted. A prescription for any particular potion will tell the key ingredient. Substitution of the key ingredient should reduce the chance of success by 10% for a first-difficulty potion, 16% for a second-difficulty potion, 23% for a third-difficulty potion and 40% for a fourth-difficulty potion.

Some items might be bought by alchemists when obtained by a party. The items can be traded for potions or for a reduced price in buying/making/testing a potion. Alchemists, since they are such poor fighters and since they have so few useful combat spells, will rarely go on an adventure, even if some important raw material might be obtained. Alchemist henchmen, of any level, will go on a trip only if there is ample protection and they do not have to go into danger themselves. Alchemist henchmen will give their bosses a slight discount on the cost of any potion they make. After all, he/she is providing room and board and perhaps even raw materials. Alchemists, Masters and Grandmasters like to hire from 3-10 helpers/novices to help in the lab. They would like their mentors to pay for these hirelings. Alchemists, Masters and Grandmasters who have set up shop in a town will have hirelings, including guards of various types. This overhead will mean that potion prices, as well as testing prices, will be as much as 40 to 100% more than the listed prices.

### ALCHEMIST SPELLS

Each spell is identical to the appropriate magic-user, cleric or druidic spell — but remember to use the hit dice of the alchemist for equivalent level when figuring range, duration, area of effect, etc. Magic-users of 11th level and above use the equivalent dice of the alchemist to determine these variables and not their own level! Alterations in an existing spell are marked with an asterisk (\*) and noted following the lists. A new spell unique to alchemists, but usable by magic-users, is

marked with a number sign (#). Given also in some cases is a cost (to the customer) to cast the spell.

#### First Level

Comprehend Languages (45GP)  
Detect Magic (150GP)  
Erase (80GP)  
Identify Minerals # (125GP)  
Mending \* (40% of item value)  
Produce Flame  
Purify Water (100GP)  
Stir #  
Wizard Glue # (225GP per effective level)  
Write \* (200GP/spell level)

#### Second Level

Affect Normal Fires (10GP)  
Create Water  
Enlarge  
Faerie Fire  
Identify Potion # (80GP)  
Identify Plants # (50GP)  
Preserve # (150GP)  
Shatter  
Shrink  
Unseen Servant

#### Third Level

Freeze Metal \* (50GP)  
Heat Metal \* (50GP)  
Identify Poison # (75GP)  
Leomund's Trap (125GP)  
Magic Mouth (145GP)  
Slow Poison (200GP/effective level)  
Tenser's Floating Disk  
Wizard Lock (200GP)

#### Fourth Level

Extension I  
Find Familiar \*  
Fools Gold  
Find Plants # (125GP)  
Glyph of Warding (shock or explosion)  
Knock  
Levitate  
Neutralize Poison (1000GP)  
Pyrotechnics  
Stone Shape (400GP)

#### Fifth Level

Burning Hands  
Dispel Magic (700GP)  
Explosive Runes  
Glyph of Warding (paralyzation or blindness)  
Magic Missile (4)  
Locate Object (300GP)  
Polymorph Other  
Polymorph Self  
Telekinesis  
Transmute Rock to Ore # (150GP plus 10% of ore value)

#### Spell notes

##### First level

*Identify Minerals:* Via this spell the alchemist can determine if an outcropping contains a specific mineral he/she is seeking. The mineral must be named prior to spell casting. Minerals can be complex or simple. The spell will take 1 round to cast, it will last for 1 turn per effective level of the alchemist, and will cover an area of ten feet by ten feet to a depth of sixty feet. Man-made structures as well as any plant or plant byproducts will foil the

## NPC CLASSES, ALCHEMIST, V2

detection. Once a metal is smelted it cannot be detected, since the spell only locates minerals in their natural state.

*Mending* will only work on pottery and glass; otherwise it is identical to the magic-user spell. A piece broken into a number of pieces (not fragmented to shards or dust) can be put back together.

*Stir* is a simple spell that employs any natural stick or rod as a stirring device so that the alchemist can do something else. Stirring can be set to any pace and for any duration up to 1 hour per effective level of the alchemist. Casting time is one round as the alchemist physically duplicates the speed and tempo of the stirring stroke with the stick or rod. The stirring will then continue without him/her. He can command the stirring to stop and begin again as long as the duration permits.

*Wizard Glue* is the creation of a bond that will hold one relatively flat substance to another: a picture to a wall, a mirror to a door, a rug to the floor, a light fixture to a ceiling, etc. The glue is quite strong but it can only support 20 pounds per effective level of the alchemist. Brittle items, like a mirror, would break if they were forced from the wall when held by *Wizard Glue*. The material component is honey, which must be applied to both surfaces before they are joined. It takes only one segment to cast the spell. Body weight converts to support weight it a living thing is held in/by the glue. *Dispel Magic* will unglue the item. The area to be closed/held cannot exceed 20 square feet per level of the alchemist. Doors can be glued shut, as well as chests, etc. But once the bond is broken the glue no longer adheres. Strength in excess of 10 can break a 20-pound bond, 12 or better can break one of 40 pounds, 14 can break one of 60 pounds, 16 can break one of 80 pounds, 17 can break one of 100 pounds, 18 can break one of 120 pounds and 18 (51) or better is needed to break one of 140 pounds. Bonds stronger than 140 pounds cannot be created.

*Write* can be used to copy texts written in Alchemese. It can also be used to translate magic-user text to Alchemese if used in conjunction with *Read Magic*. It can not be used to write a spell in the magic-user language.

### Second level

*Identify Potion* is a spell that uses 10% of the potion in question as the material component. The potion does not have to be imbibed but it must at least be touched (bare skin in the liquid sample). It increases the accuracy of the "10% test" by 15% per effective level of the alchemist. Unknown potions cannot be identified except by the analysis method also described herein. This spell adds 7% per effective level of the alchemist to that test. Finally, the spell adds 3% to the mixture test also described herein. The duration would be that of the appropriate test with casting time equalling duration.

*Identify Plants* gives the alchemist the powers of a 3rd-level druid. The casting time is 1 round, duration 1 turn per effective level, range up to 120 feet, area of effect a 60-foot diameter circle. The material component is the leaf of any tree.

*Preserve* is a spell cast upon a finished potion to insure that it will remain unchanged and to protect it from exposure to normal air. Potions have a 20% chance, or higher, to deteriorate when exposed to the air. Time sometimes will destroy a potion's efficacy. Spell duration is until the liquid is mixed or imbibed. Casting time is 1 round. One *Preserve* spell can effect only one potion. The spell is also used to preserve ingredients so that they will not deteriorate, like eye of basilisk, horn of ki-rin, troll blood, etc.

### Third level

*Freeze* and *Heat Metal* are like the druidic spell but both are used in making potions and do not have a good application to combat situations. Range is touch. Duration is 1 hour per effective level with maximum freezing/heating occurring at the midpoint of the spell duration. The amount of metal affected is only 10 pounds (100 GP weight) per level of the alchemist. There is no

saving throw. Thus, it can be used in combat, but the target would have plenty of time to remove his/her armor. The spell can have some uses as a trap if time is on the side of the caster.

*Identify Poison* merely tells if a specific sample is poison or has been poisoned. It is infallible in that regard, but the strength of the poison is not determined. Range is 100 feet, area of effect is 20 cubic feet of material. Casting time is 8 segments.

### Fourth level

*Find Familiar* produces a different set of possible familiars from the magic-user spell. Other variables of the spell are the same, however. Roll d20:

- 1-4 Black cat
- 5-8 Hoot owl
- 9-11 Crow
- 12-16 Garter snake
- 17 Special
- 18-20 None available this year

Special familiars depend on the alchemist's alignment: lawful good, a brownie or a blink dog; lawful neutral, pseudodragon; lawful evil, imp.

An alchemist's familiar does not add to his/her hit points or level. It can gain information the same way a magic-user's familiar can, and the alchemist has a telepathic link to it for the sake of communication. An alchemist with a familiar may add 5% to all of his/her chances to perform any task whatsoever. If the familiar is killed, the alchemist will be minus 5% on all tasks until a new familiar is gained.

*Find Plants* allows the alchemist to find a living plant anywhere within one mile per effective level if he/she has a sample of any part of that plant. Direction will be pointed out without error for a period of one hour per effective level.

### Fifth level

*Transmute Rock to Ore* will turn any ore-bearing rock into the pure ore in any form the alchemist desires, "form" being powder, solid, etc. and not implying the final shape of the ore. The spell takes one hour to cast, and interrupting the casting will negate the spell completely. A magnitude of one ton of rock can be reduced to the ore within it via this spell. Worked rock will not be affected.



# Better Living Through Alchemy

*Potions and poisons:  
the alchemist NPC class*

by Tom Armstrong

Alchemists were the scientists of Medieval times. They studied the physical sciences to understand the relationships between them, and between these sciences and man. The end of the rainbow for an alchemist was to find or create the Philosopher's Stone, a miraculous item with the power to transmute ordinary metals into gold, prolong life, and answer questions about the mysteries of living things. Alchemists believed the combination of science and magic would achieve these ends.

In AD&D® game terms, the alchemist is a subclass of the magic-user, and is the creator of magical and mundane potions, powders, fluids, poisons, antidotes, and inks. An alchemist is generally found in most large cities, but can sometimes (15% chance) be found in smaller towns and villages, and only rarely (5% chance) is he encountered as an adventurer.

The beginning alchemist character must meet or exceed the following scores: intelligence 15, wisdom 13, dexterity 13, and constitution 15. A high intelligence is necessary for the prospective alchemist to be able to learn and memorize the immense quantity of facts required for success. High dexterity is required so that the alchemist can easily create his own glassware and avoid, as much as possible, spills and other mistakes which may result in faulty results. Wisdom is needed for the patience and perseverance required of all alchemical work, and an alchemist with a low constitution would not long remain healthy from constant exposure to assorted poisons, acids, and other solvents used in his research.

If the alchemist's intelligence exceeds 16 and his wisdom exceeds 15, he is entitled to a bonus of +10% to all earned experience. The alchemist can be of any alignment, but is generally neutral in some respect of his alignment.

The alchemist uses 1d4 for hit points. He attacks and makes saving throws on the same tables as does a magic-user, except that saving throws vs. poisons and acids

are at +2. He can be of the human, half-elfen, or elfen (any type) race. Level advancement is exactly the same as for magic-users of the same races, as per page 9 of *Unearthed Arcana*. No other class may be taken in conjunction with this class by either humans or demi-humans. The beginning age in years of an alchemist is 24 + 1d8 if human, 150 + 10d4 if elfen, or 35 + 1d6 if half-elfen.

Before beginning his life of research, an alchemist must first complete an apprenticeship under a master alchemist. During this apprenticeship, he is taught many skills, including: glassblowing; plant, animal, and mineral identification; and, the basics of metallurgy. He also learns how to read, write, and understand the ancient Alchemist's Script, a secret language that is never spoken (being composed of symbols alone) which is special to this class. Following this training, any alchemist can, at will, utilize the following powers: *locate plants*, *locate animals*, and *summon animals*. These powers can each be utilized once per round, one time per day for every five levels of experience the alchemist has. In order to identify potions while traveling, the alchemist must have a test kit, which costs 10 gp and is sufficient to make 5-10 tests.

If the nonweapon proficiencies in the *Dungeoneers' Survival Guide* are used, the alchemist character starts with no proficiency slots, because the character utilizes

the skills noted above and further described in Table 1. The alchemist gains an additional proficiency slot every four levels thereafter, beginning with 5th level.

An alchemist may wear leather or padded armor but prefers no armor at all. An alchemist never uses a shield, and is limited to the following weapons: hand axe, club, dagger, knife, sickle, sling, staff, whip, and blowtube.

A sickle is a 2'-long tool used to cut grass or grain. Alchemists frequently use one, since it can be used to gather the plants they need and can double as a weapon at the same time. The blade is sharply curved and is sharpened on the inside of the curve. Damage for a sickle is 2-5 hp against small and man-size creatures, and 1-3 hp against creatures larger than man-size. The weapon speed factor is 3.

A blowtube is a short tube, 1-2' in length, used to blow powder at opponents. The maximum range of a blowtube is 20', which may be lengthened if the wind is in the firer's favor. The powder is contained in a tissue paper or thin glass tube which breaks open on impact; the powder may also be placed in the tube loosely, with a paper wad at either end. Powders in glass or paper "bullets" affect only the target; loose powders affect all within a 20'-long cone that is 1' wide at the start and 15' wide at the terminus. Dusts may also be emptied out by hand from small packets, each covering a 10' radius.

An alchemist can use flaming oil as a weapon. Those aligned with good never use poisons, but the use of poisons by other alignments is at the discretion of the DM. All alchemists, regardless of alignment, can create poisons and antidotes.

At the first level, an alchemist is proficient with but one weapon. The attempted use of a weapon with which he is not proficient incurs a penalty on his "to hit" roll of -5. Additional weapon proficiencies are gained every five levels after the first. An alchemist attacks only once per round.

Alchemists can utilize any magical item which is usable by all classes, plus those items usable by *both* magic-users and illusionists. Certain magical items have improved performance when possessed and utilized by an alchemist:

**Alchemy jug:** The amounts of the various fluids are doubled, but the rate of flow is the same, so the time necessary to completely pour out one of the fluids is doubled.

**Beaker of plentiful potions:** If used by an alchemist, such a beaker always gives forth five *different* potions.

**Cloak of poisonousness:** An alchemist has a 15% chance per level of recognizing such a cloak, and thereafter has an equal chance of negating the poison in the cloak, rendering the cloak perfectly normal. If the attempt to negate the poison fails, the alchemist must save (at +2) against the poison's effects.

**Philosopher's stone:** Double the normal

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**Table 1**  
**Alchemist Nonweapon Proficiencies**

Proficiency	Ability	Modifier
Animal identification	Intelligence	+3
Glassblowing	Dexterity	+1
Metallurgy	Intelligence	0
Mineral identification	Intelligence	+1
Plant identification	Intelligence	+5

**Table 2**  
**Alchemist Experience Points and Levels**

Experience points	Experience level	1d4 for hit points	Level title
0-3,000	1	1	Novice
3,001-6,000	2	2	Apprentice
6,001-12,000	3	3	Initiate
12,001-24,000	4	4	Mixer
24,001-48,000	5	5	Brewer
48,001-96,000	6	6	Distiller
96,001-180,000	7	7	Compounder
180,001-350,000	8	8	Junior Journeyman
350,001-700,000	9	9	Senior Journeyman
700,001-1,050,000	10	10	Junior Alchemist
1,050,001-1,400,000	11	10+1	Senior Alchemist
1,400,001-1,750,000	12	10+2	Master Alchemist

400,000 experience points per level for each additional level beyond the 12th. Alchemists gain 1 hp per level after the 10th.

**Table 3**  
**Alchemist Skill Levels**

Level	Read Language*	Identify Potion **	Identify Poison **	Detect Poison
1	50%	5%	-	-
2	53%	10%	5%	-
3	57%	15%	10%	5
4	60%	20%	15%	10%
5	63%	25%	20%	15%
6	67%	30%	25%	20%
7	70%	35%	30%	25%
8	73%	40%	35%	30%
9	77%	45%	40%	35%
10	80%	50%	45%	40%
11	83%	55%	50%	45%
12	87%	60%	55%	50%
13	90%	65%	60%	55%
14	92%	70%	65%	60%
15	94%	75%	70%	65%
16	96%	80%	75%	70%
17	97%	85%	80%	75%
18	98%	90%	85%	80%
19	99%	95%	90%	85%
20	99%	99%	95%	90%
21	99%	99%	99%	95%
22+	99%	99%	99%	99%

\* The ability to read languages does not enable the alchemist to read any magical writings not pertaining to all classes or to alchemists alone.

\*\* Test kit is required.

A roll of 00 in any of these skill areas always indicates failure.

amount of metal can be transmuted. If green crystals are present, an alchemist can create 2-5 *potions of longevity* from them. If white powder is present, the alchemist can utilize it to create two raise dead potions rather than just one.

Hirelings and henchmen can be found at any time. Henchmen are fighters, rangers, druids, magic-users, thieves, or barbarians. A barbarian only becomes the henchman of an alchemist if the barbarian is 4th level or higher, and if the alchemist has performed some deed of benefit to the barbarian's clan or tribe. An alchemist strongly prefers to work for a magic-user, whether to help create a homonculus, mix a potion for a magic-user of 7th level or above, etc. The process of creating a homonculus is given in the *Monster Manual*, page 53, and in *DRAGON®* issue #97, page 35.

When adventuring, an alchemist usually travels with a group containing fighters, but more probably with the usual contingent of clerics, magic-users, and thieves in addition. The party will probably guard or assist the alchemist with the procurement of the rare materials necessary to compound his formulas. Should an alchemist be sought to accompany adventurers, he only leaves his research and business if promised an equal share of any treasure found, plus ample opportunity to search for the various herbs, minerals, and other ingredients necessary for his compounds. He always has the means to carry a relatively large number of vials and other containers in which he can store the various ingredients he finds in his travels. He guards any such acquisitions jealously; their safety is of paramount concern, secondary only to the safety of the alchemist's life.

Alchemists seldom build strongholds, preferring to live in cities, where they are reasonably close to their sources of supply. Should an alchemist build a stronghold, he will not collect revenues from the local inhabitants, nor will he often be seen socially by the locals. Rather, he is a rec-

Alchemical oven and still from a 15th century German woodcut.



Illustration courtesy of Dover Publications, inc.

**- THINE MARK HERE -**

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**Table 4**  
**Typical Alchemical Equipment**

Item (price)	Description
Alembic (2 gp)	An airtight, glass distillation device
Apothecary jar (3 sp)	Glass container with fitted glass cover for storage of herbs and other materials
Beaker (2 sp)	Open glass container for mixing fluids
Bellows (5 gp)	For fanning a furnace or forge
Brazier (10-20 gp)	For containment of a fire
Cauldron (30 gp)	Large metal container for heating liquids
Crucible (5 gp)	Open ceramic or stone container for melting or sublimating materials
Cruet (1 gp)	Small glass bottle with a fitted glass top; used for holding fluids
Funnel (1 gp)	Glass cone with an opening in the small end; used for pouring liquids
Glass, chunks (1 gp/pound)	Raw material for the making of glassware
Glass tubing (1 sp/foot)	Material for making of pipettes and other items
Glass-working tools (50 gp)	Equipment needed for the making of glassware
Graduate (5 gp)	Marked open container for the accurate measurement of liquids
Ink (1-5 sp per bottle)	For writing
Lens* (10 gp)	Glass magnifier for concentrating rays of light (an examination device)
Mortar and pestle (3-18 gp)	Ceramic or stone bowl and grinder, used to powder and mix ingredients; various sizes are available
Parchment (1 sp/sheet)	For keeping records
Prism* (10 gp)	Triangular, solid-glass item for the refraction or splitting of light
Quill (1-5 cp)	For use as a writing pen
Reagent bottle (3 gp)	Large glass bottle with a fitted glass top; used for containing acids, poisons, and other caustic fluids
Retort (2 gp)	Open glass globe with a long, glass neck; used for distillation
Tongs (3 sp)	For handling hot glassware and specimens
Vial, clay (1 sp)	Container with cork, glass, or metal stopper; used for the holding of materials
Vial, glass (3 sp)	As above
Vial, metal (1 gp)	As above
Scale (30-100 gp)	Weights and balance for accurate weighing of materials
Test kit (10 gpl)	Materials for the testing of unknown magical and mundane fluids; contains enough for 5-10 tests

\* Prisms and lenses require a very high level of skill in glassblowing, and so are not commonly found, except in the largest cities. Prices and availability of these items may vary considerably from campaign to campaign.

**Table 5**  
**Alchemists Substance-Creation**  
**Failures**

Alchemist's intelligence	Chance of failure
15	15%
16	10%
17	5%
18	3%
19	2%
20+	1%

Roll 1d100 when a substance is completed. If the result is equal to or less than the percentage shown after the alchemist's intelligence, roll a 10% chance for a harmful substance (see pages 38-39) to be created. If this does not occur, then roll on Table 5A. A roll on Table 5 of 01 always indicates a failure.

**Table 5A**  
**Alchemist Failure Results Chart**

Die roll	Failure result
01-60	Substance inert; no effect, other than a very bad taste.
61-70	Makes the imbiber ill for 2-8 hours; -2 to all attacks and saving throws during this time.
71-73	Intended effect of substance is reversed in a harmful manner, as the DM decides.
74-85	Minor explosion; 1-4 hp damage to all within 10' of explosion.
86-93	Explosion; 1-20 hp damage to all within 20' of explosion.
94-99	Major explosion; 3-30 hp damage to all within 30' of explosion.
00	A new potion is formed! *

\* If a result of 00 is obtained, the DM determines the effects of the substance, keeping in mind the relative power of related substances and of substances of the same level. This does not mean the new substance must be of the same level as the one attempted. It is entirely possible that the new substance is more (or less) powerful than that intended, and it might not be beneficial.

**MALT BREW FOR THE CENTAUR IN YOU!**  
**BIG WHINNIES BREWERY STARTS WITH BIG OATS, BIGGER BARLEY AND ADDS**  
**THE SWEAT OF STORM GIANTS TO GIVE YOU HURRICANE STRENGTH GALLOPS!**

luse, spending his time in research and in the gathering of materials for his research.

An alchemist can identify potions and poisons, and can detect poisons at a certain percentage chance of success, depending on his level. As shown on Table 3, the chance for identification of a poison is higher than his chance to detect a poison. In the first case, he already knows he is dealing with a poison, and he has only to determine what type it is. In the second case, he does not know that the substance in question is a poison, and therefore must start from scratch. There is never a 100% chance for success in any of these areas, since there is considerable variation in the compounding of any potion, and one can never be absolutely sure of any test results for that reason.

#### The alchemist in town

If an alchemist decides to set up a business in town, he will need a lot of money to establish a laboratory, library, and home. First, a building is necessary, the cost of which varies according to the prevailing prices in the campaign. The building must have sufficient space to contain at least the living space, library, laboratory, and sales area.

The living area must include an area for sleeping and one for cooking, at the least. The library can simply be a large room equipped with sufficient shelving to hold the numerous books, scrolls, and research records which the alchemist naturally acquires. The purchase of the basic books and scrolls necessary to begin a laboratory costs the alchemist 500-2,000 (5d4 X 100) gp per level of the potions to be produced.

The laboratory represents a large portion of the alchemist's investment. Many various items of glassware, such as alembics, beakers, flasks, jars, vials, and retorts are necessary, particularly if the alchemist plans to work on more than one potion at a time. However, he can save some money by making most of the glassware himself.

The sales area need only be a small room with a door to the street for customer access. An additional 50-200 gp is needed to cover initial supplies of solvents, herbs, and basic furnishings.

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#### Research and compounding

The magic potions commonly available in the AD&D game have been divided into "levels," and are shown in Table 6. An investment of 100-500 gp must be invested to gather a library of research scrolls and

**Table 6**  
**Potions and Compounds by Level**

<b>1st Level</b> <i>Animal control</i> <i>Philter of beauty</i> <i>Climbing</i> <i>Fire resistance</i> <i>Healing</i> <i>Philter of love</i>	<b>2nd Level</b> <i>Clairaudience</i> <i>Rainbow hues</i> <i>Oil of sharpness, +1</i> <i>Speed</i> <i>Sweet water</i> <i>Ventriloquism</i>	<b>3rd Level</b> <i>Clairvoyance</i> <i>Diminution</i> <i>Gaseous form</i> <i>Levitation</i> <i>Life elixir</i> <i>Plant control</i>
<b>4th Level</b> <i>Growth</i> <i>Heroism</i> <i>Invisibility</i> <i>Polymorph self</i> <i>Oil of sharpness, +2</i> <i>Vitality</i>	<b>5th Level</b> <i>ESP</i> <i>Extra-healing</i> <i>Philter of glibness</i> <i>Hill giant control</i> <i>Invulnerability</i> <i>Water breathing</i>	<b>6th Level</b> <i>Fire breath</i> <i>Flying</i> <i>Elixir of health</i> <i>Hill giant strength</i> <i>Oil of sharpness, +3</i> <i>Oil of slipperiness</i>
<b>7th Level</b> <i>Acid resistance</i> <i>Human control</i> <i>Incense of meditation</i> <i>Nolzur's marvelous pigments</i> <i>Stone giant control</i> <i>White dragon control</i>	<b>8th Level</b> <i>Oil of fiery burning</i> <i>Keoghtom's ointment</i> <i>Longevity</i> <i>Oil of sharpness, +4</i>  <i>Stone giant strength</i> <i>Oil of timelessness</i>	<b>9th Level</b> <i>Black dragon control</i> <i>Brass dragon control</i> <i>Frost giant control</i> <i>Green dragon control</i>  <i>Super-heroism</i> <i>Dust of tracelessness</i>
<b>10th Level</b> <i>Copper dragon control</i> <i>Frost giant control</i> <i>Oil of sharpness, +5</i> <i>Treasure finding</i> <i>Undead control</i> <i>Elixir of youth</i>	<b>11th Level</b> <i>Dust of appearance</i> <i>Blue dragon control</i> <i>Cloud giant control</i> <i>Oil of etherealness</i> <i>Fire giant control</i> <i>Fire giant strength</i>	<b>12th Level</b> <i>Bronze dragon control</i> <i>Cloud giant strength</i> <i>Oil of disenchantment</i> <i>Red dragon control</i> <i>Oil of sharpness, +6</i> <i>Silver dragon control</i>
<b>13th Level</b> <i>Cloud giant control</i> <i>Dust of disappearance</i>  <i>Gold dragon control</i> <i>Magic resistance*</i> <i>Storm giant control</i> <i>Storm giant strength</i>	<b>14th Level</b> <i>Dust of dryness</i> <i>Oil of elemental invulnerability</i> <i>Oil of impact</i> <i>Mist dragon control</i> <i>Sovereign glue</i> <i>Ultimate solution</i>	

\* Potion of *magic resistance*: This potion imbues the imbiber with a 20-50% resistance to *all* magic. The drinker should keep in mind that the resistance extends to beneficial spells as well as harmful ones (XP value 1,000; GP value 2,000).

books for each level of potions. This is a one-time expenditure per level. Each potion requires a certain amount of time to compound. The alchemist must have, at the very minimum, the ingredients shown in order to create any potion. It is more likely that the character must do some research to learn exactly what else may be necessary to compound a given potion. The DM adjudicates the alchemist's success in research. The costs for research is at least 50-300 gp per level of the potion desired ("potion" here means any alchemical substance). Table 7 describes powders.

These are relatively simple compounds, the first mixtures learned by an apprentice alchemist.

While the ingredients are simple, there is a chance that the mixture does not perform as intended. This is the chance taken when mixing any alchemical formula, and is indicated on Table 5.

Some of the substances from the treasure lists are not given here: *potion of delusion*, *oil of fumbling*, *elixir of madness*, *incense of obsession*, *dust of sneezing and choking*, and the *philter of stammering & stuttering*. These items are created only when an unlucky or inept alchemist errs in the compounding of some other item; as a result, there are no known formulas for them. When an alchemist fails in the compounding of some potion, there is a 10% chance, rolled be-

fore rolling on Table 5A, that one of these "mistakes" is the result.

The formulas for potions vary widely. There are many substances with similar properties, and these can be combined in many different ways to create the same effect. For this reason, an alchemist may know how to create a given potion, but may not recognize it or a formula for it when he sees it, simply because it was created by another alchemist.

An alchemist can create one level of potions per day for each level of experience he has gained. He may never "combine days" to create a potion of a level higher than he has obtained. Powders are considered to be half-level potions for this purpose. For example, a 1st-level alchemist can create two powders or one first-level potion. A 6th-level alchemist can create one sixth-level potion, six first-level potions, three second-level potions, or any other combination of potions that does not exceed six, in the course of one day.

An alchemist receives experience points for the creation of potions and other magical materials equal to the experience-point value of the finished item. An unsuccessful attempt at a formula still earns 50 xp. He also gains experience through the finding, identification, or discovery of various plants, animals, minerals, etc., for his formulas (5-50 xp per event).

Any alchemist can distill or create poisons. The strength of the poison depends on the level of the alchemist. Damage done by a poison is equal to the creator's level multiplied by 1d6, so a 1st-level alchemist can create a poison that does 1d6 hp damage unless a saving throw vs. poison is successful. Naturally, if a saving throw is successful, no damage is done by the poison. There is a 10% chance that the distillation of a poison results in failure. If this happens, the result is simply an inert fluid. Do not roll on Table 5 if this occurs.

Alchemists may distill poisons from various monsters, if they have a formula showing them how to do it properly. The resultant poison does the same damage or has the same effect as if it had been administered by the monster from which it was distilled. If distilled without this formula, the result may be weaker or may do nothing at all.

Whenever an alchemist creates or distills a poison, he simultaneously formulates its antidote. This is not necessarily out of concern for others, but more out of self-preservation.

Acids can be created by the alchemist, beginning at the 5th level of ability. At the 5th level, an alchemist can make an acid that does 1d6 hp damage to any creature touched by it. Acids created by alchemists of higher level than 5th do 1d6 hp damage more per level of the creator over 5th

(e.g., a 7th-level alchemist can create an acid doing 3-18 hp damage).

Powders and dusts are simple compounds which are quickly learned by an alchemist. They can be added to foods or drinks, sprinkled upon an item or creature to be affected, or fired from a blowtube. Most powders are compounded from various herbs, roots, flowers, etc. The acquisition of these plants is not necessarily easily accomplished. The DM determines whether or not a given component is available to the alchemist, and if not available, what must be done to acquire it. A few powders require the addition of powdered gems or other substances. For this reason, most alchemists become collectors of gems and jewelry rather than gold and silver.

Various compounds, powders, and potions are given in Tables 7 and 8, along with the substances necessary for their compounding. However, the alchemist character needs to research or acquire these formulas to determine the proper proportions of the ingredients and the methods of their compounding. The DM may include in treasure hoards some scrolls containing various formulas for potions and powders. Without a formula for a potion or powder, an alchemist cannot create it, even if he knows everything else about that substance. Magical alchemi-

**Table 7**  
**Typical Ingredients for Alchemical Powders**

<b>Powder</b>	<b>Ingredients (and other notes)</b>
Aphrodisiac	Asafetida, cayenne, euphorbia (causes target to become more interested in the opposite sex than in anything else)
Courage	Tiger lily, persian gum (negates the effects of magical <i>fear</i> )
Cure bleeding	Irish moss, kelp, woundwort (stops all bleeding, even if a limb has been severed)
Cure circulatory diseases	Peony, sweetbalm, kelp, coriander (60% chance of curing any normal circulatory disease)
Cure nausea	Coriander, alfalfa, peony (cures any airsickness, seasickness, or nausea due to an excess of alcoholic drink)
Cure nervous disorders	Lavender, asafetida, coriander, bryony (60% chance of curing any normal nervous disorders)
Cure paralysis	Asparagus, bitter herb, alfalfa, bryony (50% chance of curing any paralysis)
Cure respiratory diseases	Acacia, angelica, knotweed, coriander (60% chance of curing any normal respiratory disease)
Friendship	Chicory, olive leaf, sweet balm (causes target to become friendly to the powder-caster; saving throws at + 1 apply)
Healing (minor)	Bryony, daffodil, amaranth (cures 1d4 hp for any mortal, nonmagical creature)
Insect repellent	Daisy, jasmine, toadflex (repels all normal or giant insects)
Lycanthrope repellent	Wolfsbane, sulfur, Solomon's seal (lycanthropes avoid anything with this powder sprinkled upon it)
Magic detection	Jimsonweed, solomon's seal, hawthorn (sprinkling on magical target causes the item to glow with a silvery sparkle)
Night vision	Carrot, arrowroot, sesame, jimsonweed (grants the user the ability to see in the dark as well as a cat; this is a light-intensifier and does not grant infravision)
Scroll ink	Widely variable, depending on the scroll (for use in scroll writing and copying)
Sleep	Poppy, sweet balm, chamomile (target desires only to lie down and sleep; saving throws apply)
Smoke	Alder, mangrove (creates dense gray smoke covering an area within 10' radius of impact)
Tranquilizer	Hemlock, knotweed, white lotus (target becomes very lethargic and quiet; saving throws apply)
Truth	Nettle, myrtle, celamine (target is compelled to tell the truth; saving throws at + 1 apply)
Undead repellent	Mandrake, jasmine, loosestrife (undead avoid anything with this powder sprinkled on it)

The duration of the effects of all powders, except for curative types, is 3d6 + 2 minutes. Also, all references to saving throws in relation to powders are vs. poison.

**Table 8**  
**Typical Ingredients for Alchemical Potions and Powders**

<b>Alchemical substance</b>	<b>Typical ingredients</b>
<i>Appearance, dust of</i>	6 oz. of powdered chalk, 500 gp of emerald dust, and 12 annis hairs
<i>Acid resistance, oil of</i>	Two giant slug eyestalks, and a black dragon fang
<i>Animal control</i>	A paw, hoof, or claw of the animal type to be controlled, and a lock of a druids hair
<i>Beauty, philter of</i>	A lock of sirine hair, and a ground succubus horn
<i>Clairaudience</i>	Six giant bat ears
<i>Clairvoyance</i>	Two giant owl eyes, and a cadaver thalamus gland
<i>Climbing</i>	A giant spider leg
<i>Diminution</i>	1 oz. of shrinking violet flowers, with either 1 oz. of snyad blood or a powdered sprite wing
<i>Disappearance, dust of</i>	12 powdered pixie wings, or one whole (dead) invisible stalker
<i>Disenchantment, oil of</i>	12 oz. of disenchanter hair
<i>Dragon control</i>	The brain of the appropriate dragon type
<i>Dryness, dust of</i>	A dustdigger arm, or a portion of a sandling
<i>Elemental</i>	Dependent upon the type of elemental to be controlled: earth uses tiger eye, water uses smoky quartz, air uses zircon, and fire uses ruby (gem values of at least 1,000 gp). Powder the gem, then add 4 oz. of the appropriate element.
<i>invulnerability, oil of</i>	6 oz. of doppelganger blood, or two mind flayer tentacles
<i>ESP</i>	A bottle of aerial servant essence
<i>Etherealness, oil of</i>	6 oz. of troll blood
<i>Extra-healing</i>	A chimera stomach, or a barbed devil claw
<i>Fire breath</i>	Five salamander scales, or three drops of phoenix blood
<i>Fiery burning, oil of</i>	A red pyrolisk feather, or a stench kow horn
<i>Fire resistance</i>	A red pyrolisk feather, or a stench kow horn
<i>Flying</i>	Eight hippogriff wing feathers, or a lock of Pegasus tail
<i>Gaseous form</i>	Dust from a destroyed vampire, or three dead vapor rats (in a bottle)
<i>Giant control</i>	A brain of the appropriate giant type
<i>Giant strength</i>	Six fingernails from the appropriate giant type
<i>Glibness, philter of</i>	Any minor devil tongue
<i>Growth</i>	A spriggan heart, or 6 oz. of ogre-mage blood
<i>Healing</i>	A vial of holy water, three lammasu feathers, or 1 oz. of troll flesh
<i>Health, elixir of</i>	A vial of holy water, and a couatl feather
<i>Heroism</i>	The heart of a lion, or an androsphinx feather
<i>Human control</i>	6 oz. of nixie blood, or dust from a destroyed vampire or succubus
<i>Illusion, dust of</i>	A lock of lamia hair or a rakshasa brain
<i>Impact, oil of</i>	A powdered minotaur horn
<i>Invisibility</i>	6 oz. of pixie sweat
<i>Invulnerability</i>	A tarrasque or gargoyle horn
<i>Kheoghtom's ointment</i>	1 pint of royal jelly from giant bees
<i>Levitation</i>	Two beholder eyestalks, or 8 oz. of Type II demon ichor
<i>Life, elixir of</i>	10 phoenix head feathers
<i>Longevity</i>	3 oz. of elven blood, or 6 oz. of mummy dust
<i>Love, philter of</i>	A lock of dryad hair
<i>Meditation, incense of</i>	1 oz. of hallucinogenic spores from a myconid, and one holy/unholy symbol
<i>Nolzur's marvelous pigments</i>	Clematis, lady's mantle, and 500 gp worth of platinum or sapphire
<i>Plant control</i>	2 oz. of treant sap, 1 oz. of shrieker spores, or a vegpepygmy "brain"
<i>Polymorph self</i>	A doppelganger brain, or a jackalwere heart
<i>Rainbow hues</i>	Two giant dragonfly wings
<i>Sharpness, oil of</i>	One tarrasque tooth per + 1 of enchantment
<i>Slipperiness, oil of</i>	4 oz. of boggle oil
<i>Sovereign glue</i>	6' piece of cave fisher filament, one roper tentacle, or 16 filaments from a giant sundew
<i>Speed</i>	A thri-kreen eye, four unicorn mane hairs, or a giant wasp wing
<i>Super-heroism</i>	Four giant wolverine claws, and 6 oz. of (any) giant's blood
<i>Sweet water</i>	Four shedu tail hairs
<i>Timelessness, oil of</i>	Part of a time elemental
<i>Tracelessness, dust of</i>	2 oz. of boggart bone
<i>Treasure finding</i>	Three ancient dragon scales
<i>Undead control</i>	Hand of an evil high priest, or dust from a lich's bones
<i>Ultimate solution</i>	2 oz. of dracolisk acid, and two "pearls" from a land urchin
<i>Ventriloquism</i>	A bottle of leprechaun's breath
<i>Vitality</i>	A vial of holy water, and a titan fingernail clipping or 3 oz. of troll blood
<i>Water breathing</i>	Eight water naga scales, or 1 oz. of triton gills
<i>Youth elixir</i>	6 oz. of ki-rin hair

These ingredients are only a few possibilities. Imagination and research may discover other items that also produce the desired compound. The DM must keep in mind that it should not be easy to acquire all the ingredients for a potion – the more powerful potions in particular. At least one ingredient should be from a powerful monster, be very rare and expensive, or be found in some remote place.

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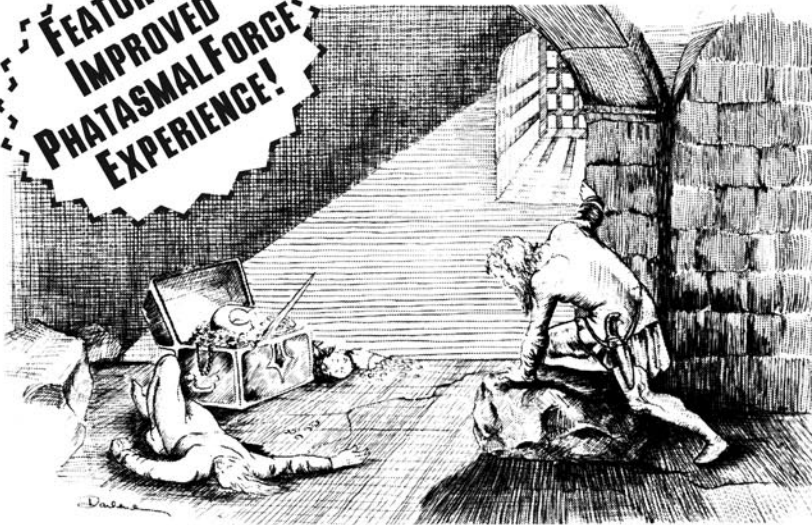
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cal scrolls may be found which enable an alchemist to compound a potion that is otherwise beyond his level, but these are usable for one mixing only.

Other useful substances which an alchemist might acquire include acids, alkalies, alcohol, oils, and water, for use as solvents, corrosives, preservatives, and the like. A chemistry textbook offers more information for gamers who want more details on this.

Even though the alchemist appears to be more a scholar than an adventurer, he can still be an active and viable NPC, and a great asset to any group of adventurers returning to town from a trip into the wilderness. If the DM allows the alchemist to be proficient in throwing rocks, vials, etc., the alchemist can be effective as secondary artillery, preceding hand-to-hand combat. Also, his assortment of fluids and powders can be as effective as magical spells in many cases. It becomes frustrating for the characters to find a useful potion, then have to use of half of it in order to determine just what it is. Alchemists can save lots of trouble here with their special skills.

Try the alchemist in your campaign. He makes a great NPC for the DM, but he's even more fun for the players!

*[Previous versions of the alchemist NPC have appeared in DRAGON issues #3,45, and 49.]* Ω



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Try  
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for

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## The Anti-Paladin NPC

George Laking and Tim Mesford

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As an NPC, the Anti-Paladin represents everything that is mean, low and despicable in the human race. No act of treachery is too base, no deed of violence too vile for him. Thoughtless cruelty, sheer depravity and senseless bloodshed are his hallmarks: Chaotic and Evil deeds are, in fact, his very lifeblood.

Obviously, through your many adventures and campaigns, you as a Dungeon Master have already acquired these traits. Now you can exploit your talents without restraint as you watch your players—especially those Paladins—try to deal with *this* non-player character!

Recognizing an Anti-Paladin should be fairly easy for players.

Perhaps it's his preference for black: black horse, black armor, black sword; or his grim, skull-shaped keep-raised in black basalt or gleaming obsidian—looming ominously against a gray, brooding sky on some chilly, windswept mountaintop.

Maybe it's the company he keeps: brigands, thieves and assassins if they're human; orcs, ogres, hobgoblins and trolls if they're not!



### *Messer's Ponsonby & Grim, Clothiers to the Established*

*"Good or Evil, the best seeking only the best  
do find their way to Ponsonby & Grim's Clothiers"*

Boots \* Hats \* Capes \* Cloaks \* Robes \* Tabards \* Vestments \*  
\* Baldrick \* Pants \* Breeches \* Shirts \* Blouses \* Scarves \*  
~ Accoutrements and accessories for all occasions ~  
~ Catering to all types and manners ~  
~ Complete discretion assured ~  
~ Platinum, Gems, Jewels Accepted ~  
~ Credit Account on verification and approval ~

Or it could be his low, nasty, blood-chilling laugh when he has the party in his clutches; the thin, black mustache—carefully waxed and curled—whose ends he twists as he considers the party's fate; or the gold-rimmed, carefully polished monocle which abruptly starts from his eye when suddenly confronted by his nemesis, the Paladin.

### Creating The NPC Anti-Paladin

To determine the characteristics of an Anti-Paladin, refer to Table 1 (below).

A base number appears following each of the first five characteristics—strength, Intelligence, Wisdom, Dexterity and Constitution—shown on that table. To this base number should be added the sum rolled on the appropriate die for each characteristic, as shown.

If an "18" (base number plus die roll) is determined for Strength, Dexterity or Constitution, there is a 25% chance (for each characteristic) that the Anti-Paladin has exceptional ability in that characteristic.

**Table 1**  
**Anti-Paladin Characteristics**

Characteristic	Base Number	Die
Strength	12	6
Intelligence	10	8
Wisdom	12	6
Dexterity	6	12
Constitution	10	8
Charisma	Special	4

Should one or more exceptional abilities exist, percentile dice should be rolled to determine the exact level of ability and the appropriate bonuses. These bonuses are as follows:

- \* Strength—as per the *AD&D Players Handbook*.
- \* Dexterity—+4 on Reaction/Attacking, -5 Defensive adjustment, three attacks/round for high-level Anti-Paladins.
- \* Constitution—+4 hit points per experience level.

Charisma requires special treatment; true Evil will either reveal itself in all its hideous ugliness or disguise itself behind a pleasant exterior. For this reason, Anti-Paladins tend to be either sinfully ugly (4 or less Charisma) or devilishly handsome (17+).

To determine Charisma, roll a four-sided die, with a roll of "1" equaling three; "2" equaling four; "3" equaling 17 and "4", 18. On rolls of one or four, there is a 25% chance that the Anti-Paladin has an exceptional Charisma.

If his Charisma is exceptionally low, the Anti-Paladin will look as though he could break mirrors simply by glancing at them, and will automatically Cause Fear in men and animals whenever he reveals his face! An exceptionally high Charisma, on the other hand, will instantly Charm men and many monsters as the spell (animals and unintelligent creatures, however, are not affected).

In both cases, saving throws are applicable.

The experience level of the Anti-Paladin is based on the average experience level of the members of the party in the encounter. If this average is ten or less, roll d10 for the Anti-Paladin's experience level. If 11 or greater, roll a d20.

In either case, apply bonuses—hit dice, "to hit" bonuses, additional attacks per round, etc.—to the NPC where applicable Hit points, for example, are awarded with one ten-sided die per level through Ninth Level, with three hit points per level thereafter (123 hit points *maximum* for a 20th-level NPC Anti-Paladin, unless modified by Constitution).

Where the Paladin is the champion of all that is Good and Lawful, the Anti-Paladin is the defender of the Powers of Chaos and Evil. By nature, therefore, his alignment is always Chaotic Evil, without exception!

In addition to the bonuses conferred on him by his personal attributes, the NPC Anti-Paladin also enjoys several benefits for his class. These are:

- (1) A +2 bonus on all saving throws.

(2) Immunity to Disease. Furthermore, the Anti-Paladin is a "carrier," with the ability to transmit the disease of his choice to the character of his choice by touch alone. He may do this, however, but only once per week for every five experience levels he has acquired,

i.e. at 1st-5th levels, once/week; 6th-10th levels, twice/week, etc.

(3) Laying on of Hands. Once a day, the Anti-Paladin may Cause Wounds in others or cure damage to himself, giving/healing two hit points of damage for each acquired experience level. As for (2), above, he must do this by touch alone.

(4) Protection from Good. This aura—extending in a 1" radius around the Anti-Paladin—is magical "insurance" against the Paladins, Clerics and other characters of Lawful Good alignment who are constantly seeking to foil his nefarious schemes! For this reason, a Detect Magic spell will *always* register positive when cast against an Anti-Paladin.

(5) Thief's Backstabbing Ability. The Anti-Paladin receives a +4 bonus to hit, with double damage if he hits, whenever he attacks a victim from behind. Since he will only attack from a position of strength—usually above and behind, with dagger, sword or whatever is close at hand—backstabbing is the Anti-Paladin's *preferred* method of attack!

(6) Use of Poisons. An aficionado of the fine art of poisoning, the Anti-Paladin favors the poisoned cup over armed combat in gaining his evil ends. If he absolutely must face an equal or superior opponent in open battle, he will be sure to envenom his blade to obtain a combat advantage.

Unlike an assassin, who only uses poison to get a job done, the Anti-Paladin considers poisoning to be both an esthetic pleasure and a means of artistic expression. Thus, the act itself must be artfully accomplished with finesse under the right conditions of mood, light and setting.

This does not mean that your Anti-Paladin cannot be free in his choice of reasoning for using a poison, however. For example, he might poison an enemy to gain a desired end; or to test a new poison distilled for him by his resident alchemist; or to determine if his stock of "vintage" poisons is still potent; or simply to see if he can get away with it!

Since poisoning is such an important expression of the Anti-Paladin's artistic nature, he will prefer to use two- and three-stage poisons when—or if—they can be obtained (A multi-stage poison is any toxic chemical compound whose individual components are, of themselves, harmless and non-toxic. However, when combined (in a victim's stomach, for example), they produce a potent—if not virulent!—poison).

Such poisons are completely undetectable, since they are harmless until mixed.

As a case in point, consider the use of a three-stage poison—with liquid, solid and gaseous components in this example—by an Anti-Paladin to remove an obstructive town official. Inviting the man to his keep, he wines and dines him sumptuously, meanwhile serving him a drink laced with the first ingredient and a main course liberally sprinkled with the second.

Knowing that the first two ingredients are harmless without the third, the Anti-Paladin can safely eat and drink along with his intended victim, thereby putting the man's fears to rest.

Later that night, however, he would complete his fiendish plan by introducing the gaseous component into his victim's bedchamber (a candle treated with the third component is one possible means). Thus, the chambermaid will find the man in the morning dead in his bed "of natural causes," with no blame attached to the Anti-Paladin!

So long as the Anti-Paladin himself does not breathe the third (gaseous) component, the other ingredients will eventually pass through his system safely and harmlessly. In fact, he would have ample time to take an antidote (and prepare an ironclad alibi!) before completing his diabolical scheme.

Even without multi-stage poisons, the Anti-Paladin will always maintain a stock of standard poisons and their antidotes—the latter for his own personal use, of course!

The optional poisons suggested in *Poisons from AA to XX* by Charles Sagui in the December, 1979, issue of *The Dragon* are recommended. Table 2 (below) outlines the percentage chance by experience level that an Anti-Paladin may have a particular poison in his "collection."

# Anti-Paladin

Table 2

Poisons Available by Experience Level-Anti-Paladins

Experience Level	Poison Type															
	A	A	A	B	C	D	E	F	G	H	I	J	S	X	X	X
1	5	%	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	1	0	5	%	-	-	-	-	-	-	-	-	-	-	-	-
3	1	5	1	0	5	%	-	-	-	-	-	-	-	-	-	-
4	2	0	1	5	1	0	5	%	-	-	-	-	-	-	-	-
5	2	5	2	0	1	5	1	0	5	%	-	-	-	-	-	-
6	3	0	2	5	2	0	1	5	1	0	5	%	-	-	-	-
7	3	5	3	0	2	5	2	0	1	5	1	0	5	%	-	-
8	4	0	3	5	3	0	2	5	2	0	1	5	1	0	5	%
9	4	5	4	0	3	5	3	0	2	5	2	0	1	5	1	0
10	5	0	4	5	4	0	3	5	3	0	2	5	2	0	1	5
11	5	5	5	0	4	5	4	0	3	5	3	0	2	5	2	0
12	6	0	5	5	0	4	5	4	0	3	5	3	0	2	5	2
13	6	5	6	0	5	5	0	4	5	4	0	3	5	3	0	2
14	7	0	6	5	6	0	5	5	0	4	5	4	0	3	5	3
15	7	5	7	0	6	5	6	0	5	5	0	4	5	4	0	3
16	8	0	7	5	7	0	6	5	6	0	5	5	0	4	5	4
17	8	5	8	0	7	5	7	0	6	5	6	0	5	5	0	4
18	9	0	8	5	8	0	7	5	7	0	6	5	6	0	5	5
19	9	5	9	0	8	5	8	0	7	5	7	0	6	5	6	0
20	1	0	0	9	5	9	0	8	5	8	0	7	5	7	0	6

Finally, the Anti-Paladin also receives certain benefits at certain experience levels, in addition to his class benefits. These are as follows:

(1) At third level and above, the Anti-Paladin affects the Undead, Devils and Demons as if he were an Evil Cleric. For each experience level he gains, this ability increases by one, i.e. a fourth level Anti-Paladin would affect Undead as a second-level Evil Cleric, a Fifth-Level as a third-level Evil Cleric, etc.

At this level, his sordid reputation for pure, unadulterated evil is such that Undead or other Evil creatures will actually seek him out in order to enter into his service! Table 3, below, details the percentage chance by experience level that an NPC Anti-Paladin will have non-human retainers of these (or other) types.

(2) At fourth level and above, the Anti-Paladin may have acquired a special warhorse (refer to Table 3, below). Usually, this beast is an intelligent, heavy warhorse with AC5, 5+5 hit dice and the speed of a medium warhorse (18"). If the Anti-Paladin has such an animal, however, there is an additional 25% chance that it is, in reality, a Nightmare as outlined in the *AD&D Monster Manual*!

Invariably—no matter what type of horse the Anti-Paladin rides—these beasts will be red-eyed and coal-black, doing double damage whenever trampling the weak, helpless and aged underfoot.

(3) Beginning at ninth level, the Anti-Paladin may employ a limited number of Clerical spells (see Table 4, Spells Usable by Class and Level-Anti-Paladins). Due to his unflinchingly Evil nature, these spells will always be the reverse or Evil type whenever possible.

Since Anti-Paladins are a sub-class of Fighters, they may only use those scrolls, potions and magic items normally available and employed by characters of the Fighter class.

## Equipping the NPC Anti-Paladin

As an NPC, the Anti-Paladin will come fully equipped with armor, shield, weapons and horse. Usually, his armor will be full plate or platemail; his metal shield, large and sturdy; his weapons capable of inflicting maximum damage per blow against even heavily armored opponents (even without the use of poison); and his steed a heavy warhorse.

However, in order to present players with a formidable but not unbeatable foe, the DM may need to adjust the Anti-Paladin's equipment according to his experience level, the number of his retainers present, the experience levels/types present in the party encountering him and the general situation at hand.

For example, a 20th-level Anti-Paladin defending his castle with a full complement of human and non-human retainers about him might wear only chainmail, carry a small, wooden shield and wield a mace or longsword. The same Anti-Paladin, on the other hand, if encountered in the wilderness with only a small party of retainers for protection, might wear banded or scale armor, carry a small, metal shield and use a morningstar or broadsword.

Keep in mind that, even when alone, the Anti-Paladin is one very tough customer at *any* level. Give him a few poisons, let him make one or two backstabbing attacks, throw in a special warhorse, a body of human/unhuman troops and a castle, and you have an opponent which even the foolhardy will hesitate to attack.

For this reason, the DM's discretion is *strongly* advised before assigning this NPC any magical items whatsoever.

If players are sufficiently strong in experience levels, hit points, magic items and sheer numbers, and the DM feels he/she absolutely must provide the Anti-Paladin with such items, the *Party Magic Items* section in Appendix C of the *AD&D Dungeon Masters Guide* is suggested as a source. . . but not recommended, for the reasons already stated.

Each item chosen from that table should be weighed carefully for the advantage given to the NPC. A 20th-level Anti-Paladin wearing +4 plate, carrying a +3 shield and wielding a +4 Defender sword is just too deadly to consider!

The single exception to this rule is the Anti-Paladin's "Unholy Sword" (Table 3 outlines the percentage chance by experience level that the NPC Anti-Paladin has acquired such a sword in the course of his perfidious career). When this sword is unsheathed, it will project a 1" diameter Circle of Power around the Anti-Paladin. This allows the Anti-Paladin to dispel magic at a level of magic use equal to his experience level.

If this NPC has acquired an Unholy Sword, there is an additional 25% chance that it is, in reality, a +5 *Unholy Reaver* (Undoubtedly, the Anti-Paladin has obtained *this* sword by murdering the previous owner!).

The Unholy Reaver has several powers:

(1) Imparts a 50% magical resistance to everything within a 5" radius. Note that the Anti-Paladin must be holding the sword unsheathed in order for this power to operate.

(2) Dispel magic in a 5" radius at the level of magic use equal to the experience level of the Anti-Paladin wielding it. Again, the sword must be in the Anti-Paladin's hands, unsheathed, in order to perform.

(3) Inflicts +10 damage points in addition to normal damage, but only when used by the Anti-Paladin against opponents of Lawful Good alignment.

Only in the hands of an Anti-Paladin will these powers and bonuses apply. If wielded by a character of Evil alignment, the Unholy Reaver will simply act as a normal +2 sword. A character of any other alignment so unfortunate as to acquire an Unholy Reaver will discover that it will always perform as a -2 Cursed Sword!

## Retainers, Human and Otherwise

The NPC Anti-Paladin may or may not have retainers (refer to Table 3, below, for the percentage chance by experience level that he has acquired a body of human/non-human servitors). Note that human, demi-human and mixed human races are classified together under the heading of "human" retainers.

Based on the type of encounter the DM foresees when designing an Anti-Paladin, he/she will have to determine the exact "mix" of races to be found among his human companions. Obviously, only beings of the most vicious and unsavory character will willingly serve an Anti-Paladin!

Thus, half-orcs will commonly be found serving in the capacity of Assassins, half-ogres—if that variant is employed—will perform as Fighters (brigands), while an occasional renegade dwarf or depraved halfling might be numbered as Thieves in the Anti-Paladin's service.

On the other hand, no self-respecting elf—not even a Thief!—would ever serve such an Evil master (Although, under certain conditions as determined by the DM, a solitary Drow might be found acting in the role of "advisor.")

Brigands, Thieves and Assassins are the Anti-Paladin's usual human companions. Occasionally, he might have on hand a defrocked Cleric to act as his chaplain, an outlawed alchemist to brew up his poisons or a demented wizard to keep him well supplied with potions, scrolls and other magic items (see Table 3b for details on these "special" human servants).

No Sage, however, will ever be found serving an Anti-Paladin. As a class, they are too wise to associate willingly with such an unprincipled and deceitful character!

An Anti-Paladin may not maintain more than 20 human servants, decreasing that number by one for each additional experience level of the particular Anti-Paladin. Thus, a first-level might have up to 20 human retainers, while a 20th-level Anti-Paladin would have but one. It should also be obvious that, if the Anti-Paladin has established some type of freehold—whether manorhouse, keep or castle—he *will* have some kind of retainers (human and/or non-human) to both maintain and defend it.

At best, the experience levels of an Anti-Paladin's human servants will always be at least one level lower than that of their master, if not more. The main reason for this is the Anti-Paladin's inborn distrust and suspicion of everyone, even his own bodyguards.

For not only does the Anti-Paladin enjoy lording his position and power over lesser men, but he simply will not tolerate anyone being his equal in anything—perhaps for good reason, since a Cleric, Magic-User or Assassin of equal ability might be tempted to displace the Anti-Paladin by taking command!

Thus, an eighth-level Anti-Paladin, for example, might have a single seventh-level type serving him in the capacity of lieutenant. However, he is much more likely to have a body of first- through fourth-level types whom he can bully, mistreat and dominate through fear and his own iron will.

The only exception to this general rule is the first-level Anti-Paladin. Since zero-level Thieves, Assassins, Clerics, M-Us and alchemists simply do not exist, the only retainers he can have are Fighter (Brigand) types, which will always be zero-level fighting men (5-8 hit points each).

Subject to the above, any method may be used to determine the experience levels of an Anti-Paladin's human retainers, from random die rolls to simply assigning levels to each NPC. The advantage of the latter method is that it allows the DM more control over the development of the individual encounter or scenario.

Beginning with second level, an Anti-Paladin is likely to attract a large and varied body of non-human retainers (for specifics, refer to Table 3, below). Note that the probability for non-human servants increases with each additional experience level of the Anti-Paladin.

There are several reasons for this:

(1) The Anti-Paladin actually prefers non-human retainers over human types, as they are less apt to mutiny against his sadistic, often brutal mistreatment of them (desertion, of course, is another matter, and may happen with any type of servant).

(2) Relations between human and non-human servants of the same Anti-Paladin are always strained at best, especially when Undead are involved. Only the presence of the Anti-Paladin keeps both groups from going for each other's throats. Open violence between individuals in his retinue is a constant disciplinary problem for the Anti-Paladin when he has mixed types of human/non-human retainers.

(3) At higher levels of experience, the Anti-Paladin's infamous reputation for self-serving treachery, senseless violence and unswerving devotion to the cause of Evil will actually deter all but the most vicious or psychotic human types from entering his service. For this reason, both the probability and the number of human retainers decreases with each additional experience level of the particular Anti-Paladin.

To determine the actual type(s) of non-human servants the Anti-Paladin has acquired, roll percentile dice and consult Table 3c, below.

Anti-Paladins of second or third level will roll once on that table. Those of fourth through ninth level will roll twice, 10th through 14th

level thrice, and those of 15th level and greater will roll the maximum of four times.

Thus, a 15th level Anti-Paladin could have up to four different types of non-human servants or a single, large troop of one type, depending on the die rolls. It is possible to have more types if "00" is rolled—first on Table 3c and again on Table 3d—but the probability is extremely low.

As with magical items, an Anti-Paladin's "special" non-human retainers—Demons, Devils and the Undead—should be handled with extreme caution. These special types will almost always be confined within the walls of an Anti-Paladin's freehold (if it is determined—by rolling on Table 3—that he has not acquired a free hold, treat a "00" result on Table 3c as "roll again"). In no case, however, will a Lich or Vampire be found residing in an Anti-Paladin's freehold—at least, not as long as the freehold is inhabited! No special non-human servants will ever be found accompanying an Anti-Paladin on patrol.



## Dairy Maiden Dairy Crafts

~Famous~

ACHAIERAI EGGS, MINOTAUR MILK, SELKIE CHEESE

~ AND SO MUCH MORE! ~

~Rely on Dairy Maiden to satisfy your morning hunger~  
 "Time to wake up! Wake up to a Dairy Maiden's fasting break."

Typically, the Undead will be found acting as guardians or sentinels, usually in the Anti-Paladin's dungeon. As shown on Table 3d, both the type and number of Undead servants is variable, depending on the number of levels and extent of the Anti-Paladin's dungeon complex, the size and experience levels of the party in the adventure and other factors as determined by the DM.

An Anti-Paladin, for example, might have Zombie footmen, valets and butlers as body-servants, performing these functions in their usual, mechanical fashion (thus, only a direct order from the Anti-Paladin would make them attack).

Demons and/or Devils may be found acting in any one of three roles: (1) as guardians of the Anti-Paladin's treasure(s); (2) as emissaries of the gods of Chaos and Evil, or (3) as special "advisors" to the Anti-Paladin. Within the walls of his freehold, therefore, they will usually be found either in the Anti-Paladin's dungeon, his freehold chapel or in a special room or library devoted to the study of diabolism and demonology.

The Dungeon Master must determine beforehand under exactly what conditions a demon or devil will appear, move or attack. For example, a demon/devil might appear if the party of adventurers performs (or fails to perform!) some action in a certain room or area of the Anti-Paladin's freehold.

Likewise, a demon/devil should be limited in its ability to move and attack by confining it/them to a specific room and/or the corridor immediately adjacent. With these limitations, you will prevent the adventure from becoming a slaughter of other characters.

**Table 3**  
**Anti-Paladin (Fighter) Table**

Experience Level	Level Title	Horse(a)	Unholy Sword(b)	Human Retainers(c)	Non-Human Retainers(c)	Freehold
1	Caitiff	-	5%	100%	-	5%
2	Miscreant	-	10	95	5%	10
3	Malefactor	-	15	90	10	15 (Manor)
4	Hellraiser	5%	20	85	15	25
5	Blackguard	10	25	80	20	30
6	Scoundrel	15	30	75	25	35
7	Dastard	20	35	70	30	40
8	Villain	25	40	65	35	45
9	Villain-of-the-Deepest Dye	30	45	60	40	50 (Keep)
10	Fiend	35	50	55	45	60
11	Anti-Paladin	40	55	50	50	70
12	Anti-Paladin, 12th Level	45	60	45	55	80
13	Anti-Paladin, 13th Level	50	65	40	60	90
14	Anti-Paladin, 14th Level	55	70	35	65	100% (Castle)

**Notes:**

- (a) 25% chance that the horse is a Nightmare.  
 (b) 25% chance that sword is Unholy Reaver.  
 (c) Check Tables 3a/3b or Tables 3c/3d for Type.

**Table 3a**  
**Human Retainers**

Die Roll	Type	Number
01-50%	Brigands	1-3
51-80	Thieves	1-2
81-99	Assassin	1*
00	Roll on Table 3b	

**Table 3b**  
**Human Retainers (Special)**

Die Roll	Type	Number
01-50%	Cleric	1*
51-80	Alchemist	1*
81-99	Magic User	1*
00	Roll Twice on Table 3a	

**Note on Tables 3a/3b:**

(\*) If additional retainers of this type are rolled, treat them as Novices or Apprentices.

**Table 3c**  
**Non-Human Retainers**

Die Roll	Type	Number
01-49%	Goblin	3-12
50-69	Orc	2-9
70-79	Hobgoblin	2-7
80-90	Gnoll	2-5
91-94	Ogre	1-3
95-97	Troll	1-2
98-99	Giant	1
00	Roll on Table 3d	

**Table 3d**  
**Non-Human Retainers (Special)\***

Die Roll	Type	Number
01-95	Undead	Variable (any except Lich or Vampire) one only
96-97	Devil	one only
98-99	Demon (Types I-VI)	one only
00	Roll Twice on Table 3c	

**Note on Table 3d**

(\*) These special non-human retainers will only be found acting as guardians in the Anti-Paladin's manorhouse, keep or castle. The DM must determine where and under what conditions these creatures will be activated. If the Anti-Paladin does not have a Freehold, roll on Table 3c only.

Unlike player characters, the NPC Anti-Paladin may have an established freehold at any experience level, even First (consult Table 3, below, for the percent chance of this occurring). He will usually acquire this freehold in one of three ways:

(1) By clearing out and repairing a previously abandoned structure.

(2) By evicting the tenants of an already established freehold (a pastime which is, by the way, one of the Anti-Paladin's principal forms of amusement), or;

(3) By establishing his own freehold.

Whichever method he employs, his freehold will always be situated in a strong, easily defended location affording him the maximum opportunity for profit, mischief and mayhem.

He will be found, for example, along a well-traveled caravan route at the only oasis in a parched and barren desert; or atop a commanding mountain position overlooking a strategic pass between two nations; or entrenched at a bridge or river crossing along some major trade route.

Obviously, the specific location, individual defenses and floorplans of an Anti-Paladin's freehold will depend on the type of scenario the DM is designing.

Provision should be made for at least one, if not more, secret escape passages, hidden rooms or bolt holes for the Anti-Paladin's use in case of emergency. All Anti-Paladins are great believers in the "live to fight another day" philosophy, especially when their own precious skins are endangered.

Finally, all such freeholds will have one or more dungeon levels—depending on their size—for the Anti-Paladin's amusement.

As a rule of thumb, a manorhouse should have 1-2 dungeon levels, a keep 3-4 and a castle 5-6. More dungeon levels may be added, especially if the DM plans to use the scenario for a series of extended adventures.

The personality of an Anti-Paladin is a complete catalog of all the varied sins and crimes of humanity. He is treacherous, sly, underhanded, cruel, lecherous, sadistic, arrogant, greedy, vicious, egotistical, amoral, domineering, unprincipled, brutal, self-centered, diabolic, mean, petty and vindictive,

**Playing the Anti-Paladin**

Unlike most Evil types, the Anti-Paladin disdains "hack-and-slash" as a primary means of obtaining his goals, preferring the more subtle and devious approach of a Fu Manchu. As a case in point, consider the kidnapping of a local princess on the eve of her wedding to a foreign prince.

Naturally, our Anti-Paladin will demand a large, but not excessive ransom from her father for her safe return. However, when the emissaries arrive with the gold, they are ambushed by the Anti-Paladin's retainers (in disguise) and slaughtered to a man . . . save one. That one would be spared in order to carry the grim news back to the girl's father.

At that point, the Anti-Paladin would send his regrets over the "loss" of the ransom money and the destruction of the caravan (undoubtedly by "bandits" or marauding Orcs!), while renewing his original demand.

Once this second ransom is paid, he would soon tire of the girl, selling her into slavery afterwards.

Thus, he would gain two ransoms and the price of a high-born slavegirl at virtually no risk to himself. Of course, daddy might then show up on the Anti-Paladin's doorstep with a large army and/or siege train in tow, but that's an occupational hazard.

The one really fatal flaw in the Anti-Paladin is his lack of courage. Despite his fearsome strength and formidable appearance, he is in reality a sniveling coward at heart!

So long as he is surrounded by his retainers while ambushing an inferior and outnumbered opponent, the Anti-Paladin's morale cannot be seriously questioned. However, when faced by his nemesis, the Paladin; or a Lawful Good Cleric; or any character of Good alignment, there is an excellent chance that the Anti-Paladin's true nature will reveal itself.

Provided that these opponents equal or surpass him in experience, the Anti-Paladin must check his morale immediately upon facing any one of these types in single combat. He never need check initial morale against an inferior opponent or a foe not included in one of the categories mentioned above.

If the Anti-Paladin saves, he need not check morale again until he loses half his total hit points—or more—in the course of that particular melee (there are exceptions, see below). Note that this “Morale Check due to Damage” is required, whether the Anti-Paladin is battling a single Lawful Good Cleric or a party of Neutral fighters.

Should the Anti-Paladin fail his morale check, however, he will immediately utter his famous battlecry: “Curses, foiled again!” and flee the field (if flight is possible) or surrender, if it is not. In any case, he will abandon both his human and his inhuman servitors to their richly deserved fate!

The base chance that the Anti-Paladin will act in such a cowardly fashion is 50% when facing a Paladin, 25% against all others. This “Rout Factor” decreases by 5% for each retainer within 60 feet (2” outdoors, 6” dungeon) of the Anti-Paladin.

The Anti-Paladin will react differently to each one of his three major types of opponent, as follows:

(1) Against characters of Good alignment, the Anti-Paladin must check morale twice as noted above (i.e. upon joining combat with such a character for the first time and/or upon losing half or more of his total hit points in melee).

(2) When engaging a Lawful Good Cleric, the Anti-Paladin must check morale as per (1) above. In addition, he must make a separate morale check after any round in which he takes damage from the Cleric, either through the Cleric’s weapons or spells.

(3) When facing a Paladin, the Anti-Paladin must check morale as if he were engaging a Cleric; see (2) above. In addition, the Anti-Paladin’s “Rout Factor” increases +5% for each hit point of damage scored by the Paladin’s blows.

It should be obvious from the above that all Anti-Paladins will react in certain, predetermined ways under combat conditions.

First, they will avoid personal combat—especially against those characters which are their extreme antithesis—unless or until it becomes absolutely necessary (Leading from the rear has always been one of the Anti-Paladins’ strongest points!).

Second, they will always use their retainers to bear the brunt of any fighting and shield the Anti-Paladin from direct attack. Even above mundane profit, each Anti-Paladin’s primary concern is his own precious skin.

Finally, if the Anti-Paladin is personally forced into action, he will go into battle flanked by as many of his retainers as possible. Not only does this bolster his own morale while distracting his opponent(s), it also allows the Anti-Paladin to slip away in the confusion should the fighting go against him!

As can be seen, the personality of an Anti-Paladin is both complex and varied.

While cowardice and greed, treachery and violence are frequently combined in the character of this most ignoble NPC, sometimes the innovative genius of Vlad the Impaler, the artistic sensitivity of Attila the Hun or the charm and hospitality of Lucretia Borgia is also displayed. No matter what his personality traits, however, the Anti-Paladin will always seek maximum profit with a minimum of effort.

### Scenarios for the Anti-Paladin

Several adventures employing the Anti-Paladin have already been suggested earlier in this article (refer to the *Playing the Anti-Paladin* section, immediately above). The “Kidnapped Princess” scenario alone could be the basis of at least four separate adventures. For example:

\* Rescue the princess from the Anti-Paladin’s clutches and/or bring the Anti-Paladin in to suffer the king’s justice.

\* Accompany the first ransom caravan to the Anti-Paladin’s keep and escort the princess home after her release (the players, of course, must survive the Anti-Paladin’s trap in order to defeat his nefarious plan!)

\* Rescue the princess after the second ransom is paid but before the Anti-Paladin tortures and/or sells her into slavery (if players arrive too late in either case, the DM could require them to return both ransoms and the Anti-Paladin’s head to the king!)

\* Accompany the king’s army to the Anti-Paladin’s castle and

besiege it, killing or capturing the Anti-Paladin if possible (this adventure would allow the running of a small-scale miniatures battle). Clues could also be available, leading players to a pursuit of the slavers holding the princess.

Other adventures also suggest themselves.

A merchant prince, for example, might commission players to break an Anti-Paladin’s stranglehold on local trade and commerce; or a noble NPC Fighter might enlist players in a desperate bid to regain his freehold from a usurping Anti-Paladin; or players might discover the ruins of an Anti-Paladin’s castle and the entrance to his dungeons where—unbeknownst to them—the Anti-Paladin and his minions lie in suspended animation, guarded by a demon familiar!

Forethought and planning hold the keys to a successful adventure, even in random encounters.

When he is encountered randomly, the DM must immediately answer the following questions about the Anti-Paladin:

\* Why is he there?

\* Where did he come from and where is he going?

\* Is this encounter deliberate on the part of the Anti-Paladin or did the party surprise him in the act of committing some heinous crime against humanity?

To a large extent, the answers to these questions will determine how the Anti-Paladin reacts to the party. By knowing these answers in advance, the DM can ensure an enjoyable, consistent and well-run encounter between players and the NPC Anti-Paladin.

**Table 4**  
Spells Usable by Class and Level -  
Anti-Paladins (Fighters)

Character Level	Clerical Spell Level			
	1	2	3	4
9	1	-	-	-
10	2	-	-	-
11	2	1	-	-
12	2	2	-	-
13	2	2	1	-
14	3	2	1	-
15	3	2	1	1
16	3	3	1	1
17	3	3	2	1
18	3	3	3	1
19	3	3	3	2
20	3	3	3	3

\*Maximum spell capability.

In some adventures, players may attempt to recruit the Anti-Paladin as an NPC member of their group. While this is certainly not beyond the bounds of reason, the DM must remember that the Anti-Paladin is—above all else!—Chaotic and Evil. Therefore, for the Anti-Paladin to even consider their offer, the goals and purpose of the group must somehow serve the dual cause of Chaos and Evil. Due to his Chaotic nature, however, he will serve such a party for the duration of one adventure only.

Under no circumstances will an Anti-Paladin join—or even consider joining—a party with Lawful, Good or Lawful Good characters in it.

At any rate, the Anti-Paladin will demand an ungodly share of any treasure found (at least 50%), as well as first choice on all magical items in payment for his services.

In return, he will attempt to lead the party himself or, failing that, he will preach rebellion against the chosen leader. When combat is offered, he will immediately retreat to the rear for safety, yet will claim a hero’s reward for his “courage and daring” afterwards!

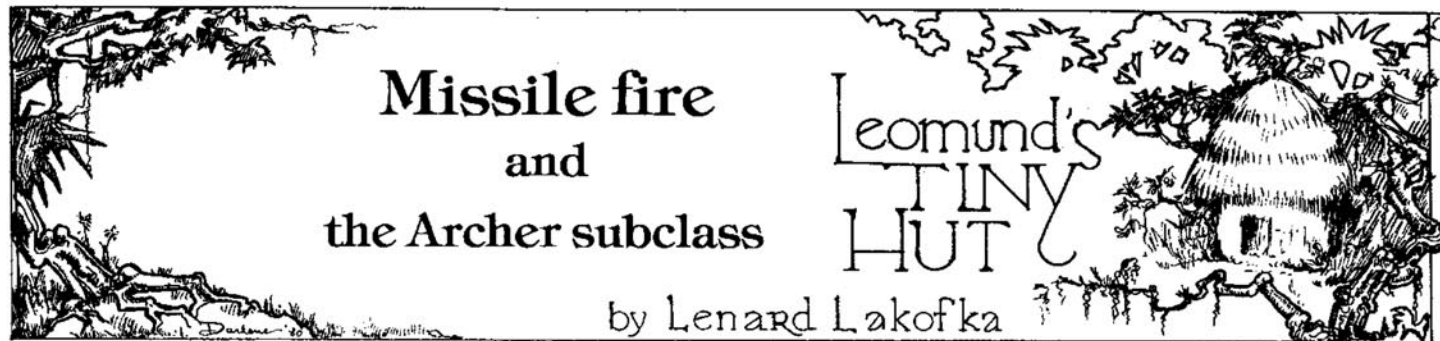
If profitable enough, the Anti-Paladin may even consider betraying the party for his own personal advantage. Finally, if this still doesn’t deter players, the Anti-Paladin’s loud, arrogant manner, self-centered egoism and cruel sadistic humor should.

A single experience with this NPC, therefore, should teach an immediate and invaluable lesson in caution to any players!

# Missile fire and the Archer subclass

by Lenard Lakofka

Leomund's  
TINY  
HUT



Fighters, all humanoids and, to some degree, Thieves are under-rated when it comes to their abilities to project missiles. Many melees are conducted with no missile fire whatsoever because the rules for missile fire are perhaps a bit hard to handle. DMs too often forget that missiles should be used by both sides in melee. Missiles not only kill opponents, they often prevent the use of a spell if they can hit and damage the target spell-caster before he/she/it can finish casting the spell.

Here is a method of determining whether a spell is ruined: Consider all blows in melee to be landing in the middle of a segment. Likewise, consider all missiles to be hitting in the middle of a segment. Consider all casting times as beginning in the first moment of a segment and ending in the final moment of the last segment, as called for by the spell's casting time. If a blow hits for damage in any segment of a spell's casting time, the spell is ruined. Thus if a goblin, for example, strikes with simultaneous initiative at a Magic-User casting Magic Missile, the Magic-User's spell is ruined if the goblin hits.

Missiles, once launched, will consume time while in flight. However, it is wasted effort to try to precisely figure every missile's flight time. I'd suggest the creation of some simple "in flight" guidelines: Any missile fired or cast will have the same flying speed. Those fired less than 50 feet from the target will reach the target in the middle of the first segment after being fired. Those traveling to a target between 51 and 200 feet away will be in flight for an additional segment. For targets 201 to 400 feet distant, add one more segment, 401 to 600 feet, one more, etc. Obviously, you may determine your own parameters for flight time, but I feel these work best in the game system now being used, because the flight times have been calculated to be compatible with casting times, movement speeds, etc.

A missile is considered to be fired at the end of a segment. Thus, if an archer firing on a Magic-User gets an initiative of 1, the arrow will take flight at the very end of segment number one. It will hit its target (if within 50 feet) in the middle segment number two. If the archer had a *Sleep* spell cast at him simultaneously by the M-U, the arrow would still be in flight. If the *Sleep*-casting Magic-User got an initiative of 2 and was within 50 feet of the archer, then the spell would be ruined if the arrow hit.

A blow in melee would ruin an intention to fire a missile, since blows hit in the middle of a segment. Thus, in the example mentioned, if a Thief struck the archer from behind in segment number one and hit for damage, the archer would not be able to fire.

This system will make conducting all missile fire far more easy. Note that over long distances both targets might be hit if missiles are exchanged or if a missile is fired at a spell caster, even if the actions are not taken simultaneously. Once a missile is airborne most spells cannot affect it if they are cast at the archer/thrower.

## "Segment of Action" update

Earlier in the Leomund's Tiny Hut series (*Dragon* #34), the "Segment of Action" system of rules for melee were discussed. Here is an update of those rules as they apply to melee and missile fire. First, and most important, a six-sided die should be used for "initiative" and not the ten-sided die earlier suggested (in #34). The reason for the change is that waiting until the 7th, 8th, 9th or 10th segment for the first blow gives too much advantage to spell-casters who use only a four-sided die in most cases for determining their

spell-casting initiative. The six-sided die tells if the action of launching a missile will occur in the 1st, 2nd, 3rd, 4th, 5th or 6th segment and is not meant to imply that the round is divided into six segments instead of ten. Missile fire also uses the six-sided die plus a second six-sided die for the second arrow, if applicable (some types of arrows allow for a rate of fire of two per round). If the two dice add up to 11 or 12, then no second arrow firing is allowed that round. However, the archer could quite correctly launch that arrow at the end of the 1st or 2nd segment of the next round, assuming he/she/it has not been struck, enspelled, etc.

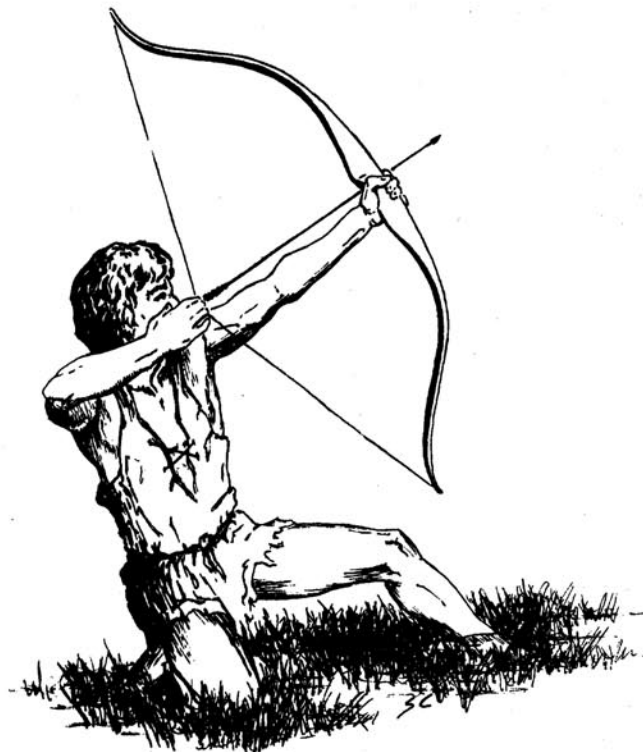
The "Segment of Action" system must sometimes be overruled by common sense. If, for example, a Magic-User decides to cast *Polymorph Other* on a goblin standing right in front of him hoping that his initiative will be 1 and his opponent's 5 or worse, the DM should have the goblin react by ignoring its initiative roll and striking almost immediately. It is one thing for a spell caster to attempt a one- or two-segment spell. He or she might just get away with it. But spells taking three or more segments to cast will render the spell-caster almost immobile for too long a time. No opponent will just bob and weave waiting for his segment-of-action versus a basically immobile opponent. The solution is a re-roll the initiative using the Magic-User's first segment of spell-casting as the base. If the opponent already has an early segment-of-action this may not be necessary. Use d4 for this initiative. Example: The spell-caster tries to cast a 4-segment spell. His initiative is 2. Roll d4 for his opponent and apply the result based on the fact that the spell-caster began to cast in segment #2. Even if 4 is rolled the attempted blow will take place in the middle of segment number 5, not number 6 (when the spell would take effect). A roll of 1 equates to the strike occurring in the middle of segment #2, a 2 to the middle of segment #3, a 3 to the middle of segment #4 and a 4 to the middle of segment #5. Since the spell-caster's spell does not go off until after the end of segment #5, any blow that hits for damage will negate the spell.

A really intelligent monster will not try for a weapon/claw/bite attack in such a situation. He/she/it will try to overbear/pummel/grapple or use some rapidly employed weapon like breath or glance (if the monster has this ability). How can that action be judged? Take the "monster's" Intelligence and multiply by 5%. Add that to a base of 35%. This means any monster of Intelligence 13 or higher will always know that overbearing/pummeling/grappeling is the thing to do in such a situation unless he/she/it possesses some even more rapid attack/device. Such physical attack will almost always destroy the spell the spell-caster is attempting, and rightly so.

## Target size and range adjustments

Those who are familiar with the Errol Flynn movie Robin Hood may recall a scene when he kills four or five men-at-arms with single arrow shots, all within one minute (I've timed some of the missile-firing melee scenes). We have all seen some movies in which the bow (usually the longbow) is fantastically accurate and deadly. This pre-conditioning, if you will, confuses many a new *D&D*/*AD&D*™ player. The novice might give up if a group of orcs shout out "stand and deliver" because of fear of the bow. On the other hand, the party might refrain from missile fire for the opposite reason: Most monsters met in an encounter cannot be killed by a single arrow. Are/were archers really that good?

In fact, an English longbowman could hit and kill a figure at 400



yards! This was, however, the rare shot and not the rule. The number is also based upon fire into a group of figures and rarely, if ever, was achieved by a single shot at a lone target. The maximum D&D/AD&D longbow range is 21 inches which equates to 630 feet outdoors, a mere 210 yards. How can this range inequity be taken care of? Well, it cannot without unbalancing the game. Remember that movement and spell range, to say nothing of casting time, is tied to selecting distances. If bow range is tampered with it will throw off the other numbers. However, in the Archer and Archer-Ranger subclass (hereafter) some increase in range is allowed for strong characters.

On page 64 of the *Dungeon Masters Guide* we find armor class modifications for the amount of cover a target is concealed behind. The target is assumed to be a human-sized figure; at least, that is what it seems to mean. What happens if the target is larger/smaller/moving/flying? The "target cover" adjustments give us a basis for making armor class adjustments based on target size and range.

It must be clearly understood that the given adjustments to armor class involve the size of the target and not the armor actually worn. The basic subtractions of -2 "to hit" at medium range and -5 at long range still apply. They apply to Archers and Archer-Rangers (as described hereafter) as well. This basic adjustment due to range is taken from the armor class before the "to hit" roll, as is the size adjustment. A target becomes "arrow proof" when a 21 or better is required to hit. The armor class determination should take into account all adjustments for magic, strength, skill, etc.

Example: A Kobold is at long range from a Fighter with a longbow. The Kobold's armor class is 6. The Fighter is using a +1 bow. His Strength gives him +2 to hit and +5 to damage. However, his strength is taken into account at short and "point blank" ranges only (full at "point blank", i.e. under 50 feet, and half rounded down at short range) and only then for trained Fighters with special bows (see hereafter for a full explanation). The Kobold's armor class is adjusted three places to the better (see chart above) due to its small size relative to a human target at long range; its effective armor class becomes 3. At long range there is a basic -5 adjustment for range alone, so the Kobold is now considered armor class -2. The Fighter's Strength does not apply at long range, but his bow is +1, so the Kobold's armor class becomes -1. That would be the final armor class used to see what the "to hit" number is.

In the same example, if the Kobold were at short range the calculation of armor class would be as follows: Base class 6, range adjustment -1 changing AC to 5, Strength adjustment is +2, halved to +1, so AC is back to 6, and the bow is +1 changing the AC to 7. If the Fighter were an Archer (see hereafter), a bonus for skill would also apply.

Target type (size)	% of human-size	Armor Class adjustment for range				Point Blank
		Long	Medium	Short		
"Broad side of a Barn"	525%+	+3	+5	+6		+8
Storm Giant (21')	375-500%	+2	+4	+5		+6
Cloud Giant (18')	300-350%	+2	+3	+4		+5
Frost Giant (15')	225-275%	+1	+2	+4		+5
Ettin (13')	200%	+1	+2	+3		+4
Fire/Stone Giant (12')	175%	+1	+2	+3		+4
Ogre Mage, Djinni, Hill Giant (10½')	150%	0	+1	+2		+3
Ogre, Troll (9')	125%	0	0	+1		+2
Bugbear, Gnoll (7')	110%	0	0	0		+1
Troglodyte, Hobgoblin (6½')	105%	0	0	0		0
Man, Orc (6')	100%	0	0	0		0
Elves (5')	90%	-1	0	0		0
Dwarf, Goblin (4')	75%	-2	-1	0		0
Halfling, Kobold, Gnome (3')	50%	-3	-2	-1		0
Pixie (2½')	40%	-4	-3	-2		-1
Imp, Sprite, Leprechaun (2')	30%	-6	-4	-3		-2
Brownie, Homonculous (1½')	20%	-8	-6	-4		-2
Quasit (1')	10%	-10	-8	-6		-3
Robin (½')	5%	-17	-13	-9		-5
Wren (¼')	2%	-24	-19	-12		-6
Coin (1")	½%	invisible	-21	-14		-7

Point Blank (under 50 feet) applies only to trained archers.

Note: This chart does not consider color or contrast of the target against its background.

"Arrow proof" targets can still be hit by fully trained Fighters as well as Archers and Archer-Rangers. To accomplish this the 20-sided die must be rolled twice. The first roll must be a "natural" 20. At that time the second 20-sided die is cast to see if an extraordinary shot has occurred:

Required to hit after all adjustments tabulated for armor class target	Second roll for extraordinary hit
21	13 or better
22	15 or better
23	17 or better
24	18 or better
25	19 or better
26	20
27	20
28 or higher	impossible

## PSYCHIC-FORTUNE TELLER SEES ALL!

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**Adjusting for motion**

Mobile targets are harder to hit. Any target moving at over "walk speed," i.e. 100 feet/minute, is -2 to armor class. Further adjustment can be made up to a -5 modification for very fast-moving targets. Fast targets moving in a straight line should not receive as great an adjustment as a target moving rapidly and in an evasive manner.

What if the archer is moving? The subtraction from the target's armor class should be at least -2 for slow movement on foot, up to -7 for being astride a trotting mount. Firing from any kind of flying mount is possible, but only from a mount in steady, level flight. A maneuvering flying mount would render archer fire from it impossible.

**Strength and hurled missiles**

A bonus to hit and/or to damage due to a character's Strength can be taken into account when that character or creature hurls a missile. Such missiles are throwing daggers, throwing axes, spears, hammers, and javelins (not darts). To gain a Strength bonus the figure must be proficient with the weapon. However, Magic-Users never gain a Strength bonus to hit or to damage from a thrown dagger (aside: Magic-Users must *learn* to throw a dagger. First- to fifth-level M-Us are -5 to hit with a dagger, whether they like it or not, whenever they try to throw it.). A Thief can gain a Strength bonus with a thrown dagger but *never* if he/she is trying for a "back stab" bonus.

The full bonus to hit and to damage is awarded for targets within 15 feet of the thrower. For the balance of the short-range distance, 16 to 30 feet (16 to 60 feet for a javelin) half the bonus is awarded. Halved bonuses are rounded down. Giants gain their full strength bonus to damage whenever the target is within 20 feet. (See other notes on Strength in Leomund's Tiny Hut, *Dragon* #43.)

**A new non-player character class:****Archers and Archer-Rangers**

The principal attributes of an Archer are strength and dexterity, both of which must be 15 or better. Intelligence, Wisdom and Charisma must be at least 6 and Constitution at least 9. Archer-Rangers require an even higher Intelligence, Wisdom and Constitution, a minimum of 14 in each. Archers and Archer-Rangers whose Strength and Dexterity are both 16 or better gain 10% to earned experience.

While Archers may be of any alignment, Archer-Rangers must be Good.

Archers can be human, elf, half-elf, or half-orc, as well as some other humanoid races. Humanoids are limited in level as an Archer as follows: Orcs can become 3rd-level Archers, Gnolls can become 5th-level Archers, Hobgoblins can become 4th-level Archers. Kobolds, Goblins, Dwarves, Gnomes and Halflings cannot become archers.

Archer-Rangers can be human or half-elf. Demi-humans and non-humans not mentioned above are limited to becoming 8th-level Archers or Archer-Rangers.

Archers and Archer-Rangers use an 8-sided die for hit point determination. At first level, two 8-sided dice are thrown, just as the Ranger class does. All Archers add 2 hit points per level after the 9th level.

All Archers may use a wide selection of armor, but the use of plate armor will negate an Archer's "to hit" bonuses and thus he/she will surely decline to use this type of armor. A shield can be carried, but obviously it must be set aside when arrows are fired. Archers have a great selection of weapons available, but this selection is not as broad as that of a Fighter. They may use, in addition to their long/composite/great bow, the following weapons: swords of any type, dagger, axes of any type, a spear or javelin, darts, or scimitars. Archers rarely use blunt weapons like a mace, hammer or flail. Archers do not use pole arms except for the throwing spear. It is very rare for an archer to use a short bow or any type of crossbow. Archers gain no bonuses to hit or damage from those latter missile weapons.

Archers and Archer-Rangers have the same saving throws as Fighters. They melee on the Fighter table. All Archers begin with only two weapons, a bow and almost always some type of sword. Thereafter they may add one weapon every 3rd level, just as other fighting classes do. However, their non-proficiency penalty is -3. All Archers can make only one hand-to-hand melee attack per round through the 8th level. At the 9th level through 15th levels, they can strike three times in two rounds. They gain two attacks per round only at 16th level and higher. At 7th level and above all Archers can fire three arrows per round instead of just two. All Archers can employ those magical items usable by all classes plus many other items as well. A magic bow and/or a magic arrow operates at +1 in an Archer's hands, over and above any magical bonus to hit and/or damage it may already have. However, elven Archers do not gain this +1 to hit with a longbow because of their smaller-than-human size.

At 9th level, an Archer can establish a "freehold" just as a Fighter, can (see *Players Handbook*, page 22). However, Archer-Rangers cannot build such a freehold (*Players Handbook*, page 25).

The following applies only to Archer-Rangers. In melee, Archer-Rangers gain +1 to damage vs. the "giant class" just as Rangers do. Archer-Rangers are as stealthy as a Ranger. Archer-Rangers track like a Ranger does. Archer-Rangers attract a body of 2-24 followers just as a Ranger does. However, Archer-Rangers only gain Druidic spells, save for some very specific Magic-User spells outlined hereafter for both Archer-Rangers and Archers. Druidic spells are gained at the 8th level and follow the chart given for Rangers. Archer-Rangers do not gain any special advantage from non-written magic items pertaining to clairaudience, clairvoyance, ESP, and telepathy, such as a Ranger can.

All Archers can learn some specific Magic-User spells, but to do this Intelligence must be 9 or higher. When the spell is to be taught by a Magic-User, the Archer must check to see if he/she can learn it, as if he/she were a M-U. Failure forever negates that particular spell. Archers cannot read spells from scrolls in any case, and neither can they pen their own spells.

Archers may use particular spells beginning at the 7th level of ability. The number of spells usable and the list from which the Archer may choose changes as the Archer's level increases:

Level of Archer	# of Spells Usable	Which Spells Possible
7th-8th	1	<i>Magic Missile, Shield</i>
9th-10th	2	<i>Strength, Mirror Image plus above</i>
11th-12th	3	<i>Flame Arrow, Protection from Normal Missiles plus above</i>
13th and up	4	<i>Enchanted Weapon (bows &amp; arrows only) plus above</i>

At 3rd level any archer can make arrows for his/her bow, assuming the proper raw material is obtained. He/she can craft a dozen arrows in an 8-hour day. At 5th level any archer can make a long/composite/great bow. This process takes 9-14 days and also assumes proper materials are at hand. A crude bow that is -2 to hit and from which the Archer gains no bonuses whatsoever can be crafted by an Archer in less than an hour.

An Archer's major attribute is an enhanced ability to hit and damage a target with bow and arrow. This bonus applies only if an archer is not wearing plate armor, as previously noted. He/she must be using a well made bow and well crafted arrows. The bonus applies to any target of human size, and may be further modified upward or downward depending on the target size and relative motion of archer and target (see preceding discussion). The bonuses to hit and to damage must be awarded at each level promotion of the archer. Remember also that a +1 Bow is +2 in the hands of an archer, over and above any bonus given here! The same "extra +1" is true of arrows.

Archers use the range of "point blank" in addition to the short/medium/long ranges for most missiles. For an archer, point-blank range is from 10 to 50 feet. Other ranges remain the same. (Hereafter are given range changes for exceptionally strong characters, which may be used for Archers at the DM's option.

Note: The bonuses to hit/damage given below do not include the -2 and -5 adjustments to armor class which must always be applied at medium and long range, respectively.

Bonus to hit/damage at the range given:							
Archer Level	Point-blank Hit	Point-blank Dam.	Short Hit	Short Dam.	Medium Hit	Medium Dam.	Long Hit
1	+1						
2	+1	+1	+1				
3	+2	+1	+1	+1			
4	+2	+2	+1	+1	+1		
5	+3	+2	+2	+1	+1	+1	
6	+3	+3	+2	+2	+1	+1	+1
7	+4	+3	+3	+2	+2	+1	+1
8	+4	+4	+3	+3	+2	+2	+1
9	+5	+4	+4	+3	+3	+2	+2
10	+5	+5	+4	+4	+3	+3	+2
11	+6	+5	+5	+4	+4	+3	+2
12	+6	+6	+5	+5	+4	+4	+3
13	+7	+6	+6	+5	+5	+4	+3
14 and up	+7	+7	+6	+6	+5	+5	+3

No matter how well an Archer is capable of shooting, a roll of 1 on the "to hit" die is always a miss. (Normal missile-firing troops always miss on a 1 or 2.) As an example of how to use the above chart, a 7th-level Archer with a +1 bow firing a +2 arrow at point-blank range would have this bonus to hit and damage: +1 for the bow and +1 more because an archer is firing it; +2 for the arrow and +1 more because an archer is firing it; +4 to hit due to skill and +3 to damage due to skill at point-blank range for an overall bonus of +9 to hit and +8 to damage!

All archers, and optionally any trained figure with a long/composite/great bow, can also do extra damage and gain greater accuracy through use of physical strength. This can only be accomplished via the use of specially made bows and arrows with a greater "pull." Normal bows and arrows cannot be used, nor can any short bows or any type of crossbow. Such a bow must be crafted by an Archer, an Archer-Ranger, or an elf bowmaker who is at least 6th level as an Archer, Archer-Ranger or Fighter. Proper "long arrows" must be crafted by an Archer, an Archer-Ranger or an elf fletcher of at least 4th level. Ordinary fletchers can only make normal arrows.

Strength applies to point-blank range and short range only! Full strength bonuses as given in the *Players Handbook* will apply; +3 to hit and +6 to damage is the maximum bonus allowed due to Strength. Girdles of Strength will NOT provide a further bonus for this purpose. At short range the bonus to hit and damage due to strength is halved (fractions are dropped). This bonus for Strength is in addition to an Archer's bonus for great skill.



Strength of an Archer or Archer-Ranger may also allow for an expansion of the long-range end of a bow's potential. Only specially made bows will give greater range. Only the top end of the long-range category is expanded; Medium-range distance stays as given in the Player's Handbook. Given below are ranges for each type of bow allowed to an Archer, Archer-Ranger or strong Fighter, according to the Strength of the character. Remember, the bow and arrows must be special.

	Point-blank Strength	Short	Medium	Long Comp. bow	Long bow	Great bow
	10-50 feet	51-210	211-420	421-630	421-630	421-630
9-15				421-630	421-640	421-630
16				421-640	421-650	421-640
17				421-640	421-660	421-650
18				421-650	421-670	421-660
18/01-				421-650	421-670	421-660
18/50				421-650	421-680	421-660
18/51-				421-650	421-690	421-660
18/75				421-650	421-700	421-660
18/76-				421-650	421-720	421-660
18/90				421-660	421-700	421-660
18/91-				421-660	421-700	421-660
18/99				421-660	421-700	421-660
18/00				421-670	421-720	421-660

Only Archers and Archer-Rangers who reach 8th level or above can craft arrows that can be magicked to become *Arrows of Slaying*. The magic must be accomplished by a Magic-User with the following spells: *Enchant an Item*, *Wish* and *Trap the Soul*. Fresh blood from the figure type to be slain must be available. Thus, it is virtually impossible to craft an arrow for use versus a unique character like Bahamut, Tiamat, any Deity, etc.

#### Archer or Archer-Ranger Table

Experience Points	Experience Level	S-sided dice for accumulated hit points	Level Title
0-2,500	1	2	Bowman (Bowwoman)
2,500-5,000	2	3	Master Bowman
5,000-11,000	3	4	Fletcher
11,001-22,000	4	5	Master Fletcher
22,001-42,500	5	6	Bowyer
42,501-92,500	6	7	Master Bowyer
92,501-162,500	7	8	Sharpshooter
162,501-287,500	8	9	Arrowsmith
287,501-512,500	9	10	Archer
512,501-850,000	10	10+2	Archer Esquire
1,850,001-1,187,500	11	10+4	Archer Knight
1,187,501-1,525,000	12	10+6	Archer Lord
1,525,001-1,862,500	13	10+8	Archer Master
1,862,501-2,200,000	14	10+10	Archer Grandmaster

340,000 experience points per level for each additional level beyond the 14th.

Archers and Archer-Rangers gain 2 hit points per level after the 9th.

It is not uncommon for Archer-Rangers to have a double title, like Fletcher-Scout or Ranger-Archer. Note that the Ranger-class title is given first. Any individual might only state part of his/her title. Note that the experience points necessary for each level are the same for Archer or for Archer-Ranger.

(By the way, Errol Flynn's *Robin Hood* was an Archer Grandmaster and *not* a Thief of any type. Consider Flynn's statistics as follows: S 16, I 17, W 15, O 18, C 18, Ch 17, 14th-level Archer Grandmaster, Leather +2 for AC: 6/2, HP: 110, Long Sword +2, Long Bow +3.

# NPCs for hire: One who predicts...

by Roger E. Moore

Astrologers are persons adept at forecasting future events through the study of the influences of heavenly bodies on earthly affairs. They are quite knowledgeable about the science of astronomy as well as astrology, and may have a strong background in mathematics and physics as well. If they are included in an *AD&D* campaign, the DM should insure that there are changing celestial phenomena visible from the lands of the campaign. Such phenomena would include phases of the moon(s), eclipses, moving planets, meteors, comets, planetary oppositions and conjunctions, occultations, etc. It is not necessary for complete astrological and astronomical charts to be drawn out whenever a character wants his or her horoscope read, however. A simpler system for prediction is given below.

Astrologers will accept employment for long terms only with Fighters, Rangers, Paladins, Thieves, and Assassins. They will consider offers for a length of time starting at one year minimum, preferring lifetime employment if at all possible. Prospective employers must have constructed a fortress or freehold in which the Astrologer may house himself or herself and all the necessary equipment. The standard monthly wage for an Astrologer is 200 g.p., though living space, study rooms, a library, and observatory areas must be offered initially as well. A minimum expenditure for the above items will run in the neighborhood of 20,000 g.p.

Any class of character may consult an Astrologer on a short-term basis for predictions or advice. Such short-term hiring cannot exceed a period of one week. Astrologers will charge a standard fee of 75 g.p. per day for short-term employers. Most questions will take only 2-5 days to answer.

## Astrologer characteristics

**Strength:** d6 + 6

**Intelligence:** d4 + 14

**Wisdom:** d6 + 12

**Hit Dice:** 7d4, plus Constitution bonuses, if applicable.

**Dexterity:** 4d4 + 1

**Constitution:** 3d4 + 3

**Charisma:** 2d4 + 6

**Alignment:** Astrologers have the same range of alignments as Sages do (see the *Dungeon Masters Guide*, p. 32).

Astrologers wear no armor and will use a dagger or staff in combat, at the same odds to hit as a 7th-level Magic-User. The age of an Astrologer ranges between middle-age and venerable. Most Astrologers (80%) are human, the rest being dwarven, elven, half-elven, and/or some other race, as the Dungeon Master chooses.

Certain minor spells may be possessed by an Astrologer at the DM's discretion. Astrologers will only be able to cast *Read Magic*, *Light*, *Continual Light*, and *Darkness*, 15' Radius. Astrologers may cast these spells from scrolls if desired. Rather than a regular spell book, the references and tomes in a well-stocked Astrologer's library provide him or her with the information to cast the spell. Only an Astrologer may use these books in this way. These spells may be cast as often per day as a 7th-level Magic-User could cast them. Astrologers who have spell-casting ability will keep their powers a secret. Magical items that are not for the exclusive use of any other single character class may be used by Astrologers, and they may use magical daggers and staves [with bonuses to hit and damage, but no other magical powers].

this leprechaun's challenge  
Answer m question and Win m pot o gold.  
Fail, an yer mine, laddie. Meet me where  
I'll be wait'n -at t' otha enda yer rainbough.

## Horoscopes and predictions

Astrologers make a living by charting the positions of the heavenly bodies and measuring the influence of each of them on the daily lives of characters. They produce diagrams showing the projected appearance of the heavens at certain times and use these diagrams (called horoscopes) to predict the future. The predictions that Astrologers make are frequently cryptic and vague and may only describe the forces that will be interacting, the magnitude of danger to certain parties, and hints about the nature of the opposition. Adventurers may consult an Astrologer to check out the effects of a particular undertaking and see if it will be difficult or easy to accomplish.

The accuracy of a prediction depends upon the scope of the subject matter, the person or persons about whom the prediction is being made, and the length of time into the future the prediction is made for. The further into the future the Astrologer is forecasting, the more general, hence more accurate, the prediction; the prediction also becomes more accurate with the greater number of people it concerns. Note that the more accurate an Astrologer's advice becomes, the more cryptic it will be as well. Symbolism will be heavily used in all predictions.

With any sort of precognition in *AD&D*, the Dungeon Master must use considerable discretion to maintain game balance. If players find they can hire an Astrologer and get completely accurate predictions about the future, easily understandable and in detail, they will become much too powerful. Making the advice subject to several interpretations, with the possibility that the advice is wrong altogether, keeps the game from becoming stale.

Only one prediction may be made from a single horoscope, and only one horoscope may be cast per week. Whatever free time an Astrologer has during that week will be used to putter around with astrological or astronomical projects, and no real work will get done by the Astrologer. Interruption of this "off-duty" time will anger the Astrologer and possibly reduce loyalty and reaction scores to the characters involved.

Predictions concerning the actions of other player characters must be carefully hand&d, and may be frequently inaccurate.

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### Horoscope Accuracy

Scope	Time of Prediction			
	up to 1 week	up to 1 month	up to 1 year	over 1 year
Person	5%	15%	25%	35%
Group *	15%	25%	35%	45%
City**	25%	35%	45%	55%
Nation***	35%	45%	55%	65%

\* — Parties of up to 100 people, castles and inhabitants, very small tribes, and the like.

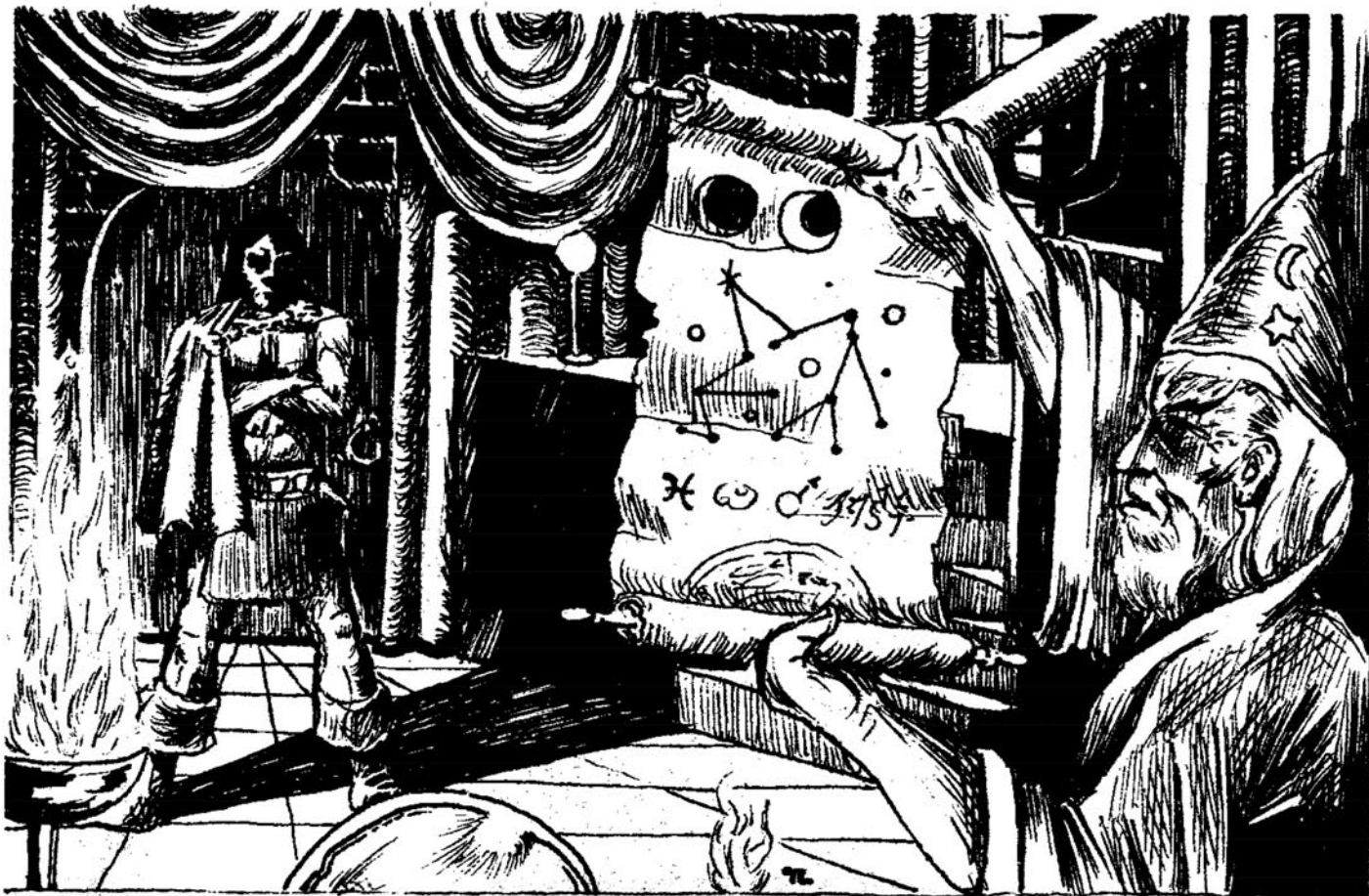
\*\* — Parties of up to 1,000 people, fiefdoms, small towns and cities, etc.

\*\*\* — Groups of persons over 1,000 in number.

For each point of Intelligence and Wisdom over 15 the Astrologer has, add 2% to the base accuracy of any predictions made.

If an Astrologer is questioned more than once about a particular prediction, he or she will repeat whatever advice was given before, even if it was wrong. The special comments made on the Clerical spell *Augury* in the *Dungeon Masters Guide* and on the psionic discipline *Precognition* in the *Players Handbook* may prove helpful to a DM in wording the prediction. A DM should feel free to adjust the accuracy of a prediction up or down by as much as 20%, depending upon the complexity of the prediction requested. A player may ask whether or not there will be any people alive on earth 100 years from now; unless the DM plans otherwise, the answer may be a simple yes. A question on whether or not everyone alive at that time will practice the worship of a particular god will be answered in more cryptic form ("Some shall pay that being his due.") A question, as to who will be king in 100 years might receive the reply, "The lambs will follow the blind lion," which could symbolically represent any one of a number of events or personages, supposing that the prediction was accurate.

Astrologers should be relatively rare in any campaign. They can be introduced to provide clues or suggestions to players to lead them toward a particular goal. Astrologers may be found only in large cities, where they will be part of an informal organization similar to a guild. Only one Astrologer may be hired out to a player character at any time.





# BANDITS!

by Tom Armstrong and Roger E. Moore

## A shifty character for your campaign

The Bandit is a non-player-character class containing aspects of both the fighter and thief classes. Bandits practice their profession of thievery by force rather than by stealth, as do normal thieves. Bandits operate in the open countryside, making them similar in some ways to rangers. Bandits can (and successful ones do) develop wilderness survival skills and certain thief-like abilities to enable them to further their ends. Bandits are typically involved in highway robbery, raids on small villages or isolated habitations, kidnapping for ransom, and similar sorts of activities.

Humans, half-orcs, and half-elves may become bandits. Humans, naturally, are unlimited in level advancement. Half-orcs may advance to 8th level (Brigand). Half-elves may achieve 10th level (Bandit) if they have a strength of 18 or higher, 9th level (Robber) with a strength of 17, and 8th level with a strength of 16 or less.

A bandit must have minimum ability scores in four areas: strength 12, intelligence 10, dexterity 12, and constitution 12. Bandits with scores of 16 or higher in strength, intelligence, and dexterity gain a 10% bonus to all experience points earned.

Bandits may be of any neutral or evil alignment. On rare occasions and in special circumstances, neutral good bandits may be found (in the tradition of Robin Hood), either as individuals or in small groups.

Alignment is a major factor in determining how a particular bandit or group of bandits operates. Those of neutral alignment (with respect to good and evil) are most likely to allow their robbery or kidnap victims to live, preferring to collect their possessions (or a ransom) and then release them, avoiding a possible death penalty for murder and at the same time leaving open the possibility of victimizing the same people all over again.

Evil bandits have no such reservations about killing. Generally, they will take fewer captives than neutral bandits, unless they are sure that a victim is worth enough (in ransom) to make the trouble and risk of kidnapping worthwhile. In such cases, they will usually wait until after the ransom has been paid before killing their victim.

When neutral good bandits are found, this is frequently in the territories of evil kings or dictators, where the bandits attack evil persons and donate the "earnings" to the poor and needy of the area, or to charity (but never to a player character).

Lawful bandits tend to operate in large groups, chaotic ones in small bands or singly. No matter what the size of a group of bandits, the rule is "Leadership by the strongest."

Bandits roll different hit dice than fighters or thieves, reflecting the fact that, while not as good in close combat as regular fighters, they are better than thieves in such respects. They use an eight-sided die plus one point per level up to 9th level and add 2 hit points per level after the 9th. The hit-point average for a bandit is very close to that of a fighter of equal level, but a bandit's maximum number of hit points is lower than a fighter's.

### Special abilities

Bandits have no spell abilities or spell-like powers, but they do have a combination of seven other sorts of special abilities:

1. Bandits can *climb walls* as a thief of equal level. Bonuses for high dexterity apply.

2. They can hide in natural terrain using camouflage techniques and concealment as well as a thief of the same level can *hide in shadows*. Bonuses for high dexterity and race also apply here. (For instance, a half-elf bandit with dexterity of 17 has a 20% chance of hiding in natural terrain at 1st level.) This ability is not usable indoors or in subterranean environments.

3. Pits, snares and other traps set outdoors may be detected and removed by bandits with the same chance for success as a thief of equal level has to *find and remove traps*. Again, racial and dexterity bonuses apply to this ability. A bandit may only attempt to find and remove any given trap once. This ability cannot be used indoors or underground, and does not apply to traps on chests, doors, etc.

4. Bandits are adept at covering their tracks when passing through the countryside. In some ways, this ability is similar to the druidic spell *Pass Without Trace*; however, the source of the bandits' ability is not magical. A first-level bandit has a 50% chance for success in covering tracks, and that base chance is increased 3% per level thereafter.

When this ability is used successfully, the bandit can pass through any sort of terrain (grass, snow, ash, dust, sand) without leaving any footprints or other visible evidence of the passage. To make the ability work, the bandit must first reduce his movement rate to one-half of his current normal rate. (He is presumed to be taking the time to conceal or obscure his tracks as he goes.) Then a successful dice roll (equal to or less than the required percentage) enables the bandit to keep covering his tracks in this manner for a maximum duration of 1 turn per level of experience per day. As many attempts as desired can be made each day, as long as the total elapsed time of all the successful attempts does not exceed the daily maximum. To discontinue the covering of his tracks, all a bandit needs to do is resume his full normal movement rate.

Each individual bandit can only employ this ability on his own behalf; in other words, one cannot cover the tracks of many, and one bandit may be betrayed by another one's failure to cover his own tracks if the two are traveling close together.

Although most or all of the visible evidence of his passage can be covered, the bandit will leave a scent that can be followed by such creatures as bloodhounds or minotaurs. Rangers, bounty hunters, or other bandits tracking a bandit who has successfully covered his trail must take a -50% penalty when rolling to see if they can accurately follow a covered trail.

A character or creature with no particular skill at tracking or with no acute olfactory sense has a 10% chance of correctly following a covered trail (thanks to blind luck) in the first round, and if that attempt succeeds, the same 10% chance must be rolled in each and every round during which the tracker is attempting to follow the trail; otherwise, the trail is lost and can only be relocated by remaining in the same spot (searching) for one round and then rolling the 10% chance all over again.

5. Bandits surprise others on a roll of 1-4 on a six-sided die, and are themselves surprised only on a roll of 1.

6. Bandits can track persons or creatures in the outdoors as a ranger can, but they have a base 75% chance to succeed. This percentage increases by 2% per creature in the group being followed, decreases by 10% for every 24-hour period since the trail was made, and decreases by 25% for each hour that precipitation (rain, snow, etc.) has fallen on the trail. Bandits cannot track characters or creatures indoors.

7. When a bandit is evading pursuit in an outdoor environment (see the AD&D™ *Dungeon Masters Guide*, page 69), 10% is added to the bandit's chance of escape. This does not apply to any and all non-bandits in the evading party, so it is possible for the Dungeon Master to determine that, while the party the bandit is with cannot avoid the posse, the bandit (who is assumed to have dodged into the underbrush at the last moment) has escaped. This ability applies only when the bandit is not already covering his trail.

BANDIT EXPERIENCE LEVEL TABLE

Experience Points	Level	Hit Dice (d8)	Title	Cover Tracks
0—1,800	1	1 + 1	Looter	50%
1,801—3,600	2	2 + 2	Raider	53%
3,601—7,500	3	3 + 3	Marauder	56%
7,501—15,000	4	4 + 4	Highwayman	59%
15,001—30,000	5	5 + 5	Outlaw	62%
30,001—60,000	6	6 + 6	Desperado	65%
60,001—110,000	7	7 + 7	Reaver	68%
110,001—200,000	8	8 + 8	Brigand	71%
200,001—300,000	9	9 + 9	Robber	74%
300,001—450,000	10	9 + 11	Bandit	77%
450,001—650,000	11	9 + 13	Bandit Lord	80%
650,001—900,000	12	9 + 15	Bandit Lord (12th)	83%

250,000 experience points per level for each additional level above the 11th.

Bandits gain 2 h.p. per level after the 9th.

Cover tracks percentage increases 3% per level.

#### Combat and other characteristics

Bandits attack and save as a fighter of equal level. They attack once per round until attaining 8th level, when they can attack three times in two rounds. They gain two attacks per round at 15th level and higher. When in combat with 0-level humanoids or with creatures of less than one hit die, a bandit can attack once per round for each level of experience he has attained.

Bandits will use all sorts of missile weapons (bows, slings, darts, crossbows), but will only use hand-held weapons under 5 feet in length that will not encumber them or be awkward to use in combat. This excludes all polearms as well as such weapons as two-handed swords and great axes. Permissible hand-to-hand weapons include: the hand and battle axes, club, dagger, hammer, mace, morning star, military pick, scimitar, and long, short, and broad swords. Bandits will use magical forms of the

weapons permitted to them. They can employ oil as a weapon, but their use of poison is up to the Dungeon Master and the character's alignment.

Because bandits must be able to move quickly, they will avoid wearing any armor heavier than chain mail. Acceptable armor types are: padded, leather, studded leather, ring, and chain mail. Magical armors of these sorts may be used as well, but bandits will not wear other types. The minimum movement rate a bandit will accept is 9", and his armor should weigh 30 pounds or less. Bandits will not wear great helms or use large shields, preferring skullcaps or no helm with small shields. Some have been known to use medium-sized shields.

Any magic item not prohibited to fighters may be used by bandits, within the restrictions on armor and weapons noted above. However, much as a ranger limits his personal belongings to those his steed can carry, so will a bandit limit his goods to those he and his horse can carry with them. Excess treasure and/or goods must be gotten rid of as soon as possible so as not to slow him down. Bandits will never load their mounts over the unencumbered load limit (3,000 gp weight for a light warhorse, the favorite mount of bandits).

A bandit will not build a castle, but may establish a stronghold in an isolated area. In such a case, the bandit may retain sufficient treasure to finance construction and upkeep. He/she will still restrict the number of personal items retained.

A bandit may gain hirelings and/or henchmen at any level. These will never be of good alignment, except for an occasional neutral good found in the camp of a non-evil leader. Bandits who establish a stronghold will not automatically attract a body of men-at-arms as do normal fighters, but they are free to hire men-at-arms on their own as desired. Bandits do not receive a revenue from the inhabitants surrounding their stronghold, either, though this does not preclude the possibility of raiding or extorting the locals. Henchmen and hirelings of a bandit who are also bandits add +5% to all morale checks.

Bandits tend to worship deities who are involved with the outdoors, thieves, luck, or the weather.



# The big, bad barbarian

by Gary Gygax

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As usual, I am working on too many projects at once, and each gets a bit of attention but seems to never get done. At some point quite a few should suddenly be completed, and my productivity will seem great indeed. Meanwhile, I have dusted off the barbarian character class which the testers have enjoyed the most of the new classes I have proposed for the expansion of the AD&D™ rules. While the other classes seem to need more work, barbarians were instantly used and enjoyed by those eager for a change. Now you, Gentle Readers, have a chance to test the class for yourselves and see if you agree.

## BARBARIANS

Barbarians are a sub-class of fighters. At first glance they might seem rather similar to plain fighters, but a thorough study of the sub-class will reveal that they are by far the most singular type in the whole fighting genre (also including fighters, rangers, and paladins).

### Character abilities

Barbarians have no major characteristics and thus gain neither a penalty or bonus with respect to experience points. Barbarians never have psionic ability *per se*. To determine the characteristics of a barbarian character, use the following table:

Ability	Dice to find point score	Special or bonus
Strength	best 3 of 9d6	as per fighter
Intelligence	3d6	as per table in PH
Wisdom	4d4	as per table in PH
Dexterity	best 3 of 7d6	+2/point over 14 *
Constitution	best 3 of 8d6	+2 h.p./point over 14
Charisma	3d6	as per table in PH

\*— Dexterity bonus to armor class applies only when armor worn is below the *fairly bulky* or *bulky* armor types. If at least *fairly bulky* armor is worn, reduce the bonus to +1 per point of dexterity in excess of 14.

### Race of barbarian characters

Only humans can be barbarians.

### CHARACTER CLASSES TABLE I (additional)

Class of character	Hit die type	Max. number of hit dice	Spell ability	Class level limit
Barbarian	d12	8*	no**	none

\*— The initial die roll for a barbarian character can never be less than 7, with scores of 1 to 6 being treated as 7, but all additional rolls are as shown by the die.

\*\*— Some barbarian abilities resemble spells, but these innate *spell-like* abilities are not spell abilities.

### CHARACTER CLASSES TABLE II (additional)

Character	Armor	Shield	Weapons	Oil	Poison
Barbarian	any*	any	any	yes	?

\* — Partial loss of dexterity bonus (see note under "Character abilities" above) will make wearing of *fairly bulky* or *bulky* armor unlikely.

### Magic armor, shields, and weaponry

Barbarians detest magic and distrust those who use it. They will refuse to employ any sort of magic item if they recognize it as such. They will destroy magic items if they have their way. While a magic-user will be shunned by barbarians, clerical spells are not regarded as magic (except for the more powerful spells not typically usable by a tribal shaman or low-level cleric), so barbarians will associate with clerics on occasion.

### The Barbarian: General description

Barbarians are a sub-class of fighters who are adept at many skills necessary for survival in a hostile environment. These skills include rapid movement, climbing, use of many weapons, certain "sixth senses," and many secondary and tertiary skills. They are likewise tough and able to recover from damage quickly.

Barbarians may be of any non-lawful alignment.

The base movement rate for a barbarian is 15".

**Languages:** A barbarian knows only how to speak his or her own tribal/national tongue and Common. A barbarian must learn to read and write if he or she so desires to have those skills. A barbarian can learn languages according to his or her intelligence. In any case, a barbarian does not use alignment language of any sort.

**Special skills:** A barbarian climbs trees and natural cliffs (or ledges, mountains, etc.) as a thief of the same level would climb walls. Barbarians may also climb walls of other kinds once they have had the opportunity to practice scaling a particular type of surface. Barbarians can hide in natural surroundings as a thief of three levels higher would *hide in shadows* if the terrain is familiar to them, otherwise, the hide as a thief of the same level.

**Secondary skills:** Every barbarian possesses all of the following secondary skills:

**Survival:** This skill includes hunting, small animal trapping, fishing, food gathering, shelter building, body covering, and fire making.

**First Aid:** This skill includes binding wounds, setting sprains or broken bones, concocting and/or applying natural poison antidotes (10% chance of success unless poison form is known; then chance rises to 50% plus victim's constitution), and knowing and applying natural cures for minor illnesses.

**Outdoor Craft:** This skill includes animal identification, plant identification, direction determination, and general weather prediction.



**Tracking:** This skill is equal to that of a ranger of the same level, but a barbarian may track only in the outdoors.

Secondary skills are generally not usable (certainly not to their fullest potential) in areas which are unfamiliar to the barbarian, although the skills can be applied to a new locale with differing flora, fauna, and climate after about one month of continual exposure to the new area.

**Tertiary skills:** Barbarians will have one or more of the following tertiary skills, depending on the locale and culture from which they originate.

**Animal Handling:** Usually dogs but possibly some other animals such as wolves, large birds, giant lynx, etc.

**Horsemanship:** This skill could also include the handling of draft teams.

**Long Distance Signaling:** Drums, smoke, mirror flashes, etc.

**Running:** This skill implies that the barbarian can move at double normal speed for no fewer than three days before having to "rest" by spending a day moving at normal speed. Similarly, endurance will be twice normal for movement situations.

**Small Craft, Paddled:** This skill includes the building and use of small canoes and hide boats.

**Small Craft, Rowed:** This skill includes the building of wooden boats and the rowing and/or sailing of them.

**Sound Imitation:** This skill includes the mimicking of bird and animal calls and sounds, either for luring those creatures or for signaling purposes.

**Trap Building:** This skill includes the ability to construct deadfalls, pits, and other traps for large or even very large animals and like creatures.

#### Special abilities and defenses

Barbarians have the following special characteristics:

**Surprise:** Barbarians surprise opponents at least 50% of the time, increasing to 4 in 6 (66 2/3%) when they are in familiar terrain. In turn they are surprised themselves only 10% of the time, 5% in familiar terrain.

**Back Attack:** Any attempt to attack a barbarian from behind, including such attacks by assassins and/or thieves, has a 5% chance per level of the barbarian of being detected and countered. That is, if a barbarian detects a back attack (with a 5%

#### Notes Regarding Weapon Proficiency Table:

Initial number of weapons *must* include Axe (Hand), Knife, and Spear. One or more additional required weapons based on native area may optionally be decreed by the DM.

**Charisma:** When dealing with other barbarians, a given barbarian adds his or her level of experience to his or her charisma total to get an effective charisma effect upon other barbarians.

**Combat:** Barbarians use the table for normal fighters.

**Saving Throws:** All barbarians have the following bonuses to their saving throws:

vs.	poison	+4
	paralyzation	+3
	death magic	+3
	petrification	+3
	polymorph	+2
	rod, staff, wand	+2
	breath weapon	+2
	spell	+1

The above bonuses are in addition to any others which might be applicable.

**Native Territory:** It is mandatory that barbarian characters come from some out-of-the-way, barbaric state or area. Typically they will come from wild tribes, nomads, or groups of savages. Such uncivilized areas are the only places that can generate the necessary surroundings to produce individuals of the stock from which barbarian fighters would be drawn.

Relating this to the WORLD OF GREYHAWK™ map, the lands of the Frost, Ice, and Snow Barbarians, as well as the Hold of Stonefist, would produce Scandinavian/Slavic-type barbarian fighters. These characters would employ broad swords and short bows as additional required initial weapons. Horsemanship would be nominal at best, but running would be normal, and in most cases the skill of making and manning rowed boats would exist.

Nomads from the Rovers of the Barrens, Tiger, and Wolf Nomads would be excellent horsemen, and the former group would also have running skill as well. The Rovers, being the most barbaric group, would also likely generate individuals with skills in animal handling, paddled small craft, sound imitation, and trap building. The other nomads would be most effective in long distance signaling. Rovers would be skilled in weapons such as the club, javelin, and lasso or short bow. Nomads would have such weapons as the lance, scimitar, and composite short bow.

Savages from the Amedio Jungle or Hepmonaland would have skills in long distance signaling, running, possibly paddled small craft, sound imitation, and trap building. Their required initial weapons would also include the blowgun or short bow, club, and dart or javelin in the Amedio. With respect to Hepmonaland, the atlatl and javelin, club, and short sword are typical weapons. (Editor's note: Official statistics for the atlatl and the blowgun will appear as part of this column in next month's issue of DRAGON™ Magazine.)

From the foregoing, the DM can understand why it is important to give barbarian characters a native homeland. Not only does this help determine weapons initially known, but it also serves as a base for judgement as to the skills and abilities of the barbarian when he or she ventures into places outside native homelands. After a period of dwelling in a new area, a barbarian character does become as effective as he or she is in his or her native territory, but until then many of the abilities and skills of the character will be severely curtailed.

Turn to page 150 this volume for concluding notes and errata from Gary himself.



# King of the Jungle

by Ed Greenwood

## The beastmaster NPC class: a druid's ally

"No — look!" hissed Bhaera. "He has come!"

Into the circle of firelight, from the trees above, dropped a man, catlike and menacing. Clad in the pelt of a wild beast, his face masked behind the cloak's ears and fur, he looked scarcely human. He moved fluidly like a creature on the prowl, and spoke like a predator issuing a challenge. "Where is the one called Bhaera, who would hunt in my woods?"

Bhaera swallowed, his throat dry. "H-here," he said, stepping away from his comrades, his hand on his sword. "I am Bhaera."

"Then follow," came the rumbling reply, and with a bound the beastmaster was gone into the darkness. . . .

There are rare individuals with a natural affinity for animals, with telepathic powers and some aptitude for magic. If such individuals have a chance to roam wilderland areas and develop these talents, perhaps learning from others with similar skills, they may well become one of that mysterious breed: beastmasters.

Beastmasters must live in the wild almost continuously if they are to advance in ability, and most ultimately become beasts of the wild themselves. They may serve as animal handlers and trainers for a fee, and often work with rangers, druids, and forest denizens (satyrs, dryads, treants, sylvan elves, etc.) to gain the strength and abilities associated with life in the wilderness and to prevent the wanton destruction of wilderness areas.

Beastmasters must be human, halfling, or half-elfen, of lawful neutral, chaotic neutral, true neutral, or neutral good alignment. They have minimum starting ability statistics as follows: S 14, I 12, W 12, C 15 (gaining hp constitution bonuses as fighters), and D 14. Beastmasters may be of either sex, and all are psionics who possess the very rare ability of *animal telepathy*. It is this ability that is the cornerstone of a beastmaster's power. All of a beastmaster's abilities grow with experi-

ence and practice, as shown in Tables 2 and 3.

A beastmaster continually surveys and is aware of his surroundings. As a result, beastmasters have very keen senses. A beastmaster's sense of smell extends to a 6" range upwind. Likewise, the beastmaster's acute hearing allows him to hear noises at a rate far better than that of normal ability (see Table 2, "Hear Noise"). An additional bonus to the beastmaster's sense of hearing is that deafness suffered due to explosions or other sharp, unusually loud sounds, lasts 1-6 rounds less for the beastmaster than for other classes. Lastly, beastmasters have exceptional vision in night or dark conditions, seeing clearly within a radius of 15'; this range increases rapidly with increases in available light (e.g., in moonlit fields, near a campfire, etc.) and decreases to a maximum of 3' of discernment (allowing a perception of outlines and movement, but not facial expressions or details) in almost absolute darkness, such as that caused by fog or a *darkness 15' radius* spell. In daylight, beastmasters can see clearly for miles across wilderness terrain and can easily pick out most moving creatures despite silence, natural camouflage, or thick undergrowth. As a result, a beastmaster is surprised only on a 1 on a d12, and nearly always notices partially-concealed creatures and creatures hiding in shadows (see "Sight" on Table 2). This continual observation and awareness is automatic; beastmasters do not relax their acute awareness in "safe" areas. Beastmasters do not depend on *ESP* or any sort of x-ray vision in order to see deliberately concealed creatures. They are, however, more likely to spot such creatures when the latter move across nearby terrain simply because they habitually scan places they recognize as affording cover, and constantly think of such spots in terms of routes from one to another. In this way, beastmasters notice movement in the gaps between one piece of cover and the next.

Beastmasters can nap readily and can roughly determine the length of time they slumber. They do this regardless of environment, physical discomfort, and so forth, but always sleep lightly, awakening instantly upon hearing an unusual noise, upon being touched, or upon feeling an unexpected vibration.

Due to acute senses, strong willpower, and their necessarily fine physical condition, beastmasters are naturally resistant to diseases — including lycanthropy, against which they have a -5% chance

per level of advancement of contracting (see the *Dungeon Masters Guide*, pp. 22-23). Beastmasters are not, however, immune to the effects of poison, nor to psionic or magical *charm*, *domination*, or *suggestion*; they do, however, gain a +2 bonus to all saving throws versus these dangers. Beastmasters use the attack tables of fighters but never gain more than one attack per round, regardless of level. They save as clerics and can employ all weapons. They can use only normal leather armor and may not employ shields, as a beastmaster does not like to be constricted or encumbered by clothing and equipment.

Beastmasters never wear perfume or strongly-scented garb or accoutrements, and do not like to be in close proximity of such items, as their sense of smell may be severely impaired. Beastmasters of all levels can easily live off the land, gaining sufficient food for themselves and up to 10 man-sized companions for an indefinite length of time. They can readily identify any beast they have been instructed to recognize or which they have encountered before by scent and signs (pawprints, dung, teethmarks, etc.). A beastmaster speaks the common, druidic, and his alignment tongues, and can learn (a process involving 1-6 months under a tutor) one additional language per level, including animal tongues and those of dragons, woodland beings, and aerial creatures.

Due to their acute senses, beastmasters save vs. all illusions of living beings at +3. At 3rd level, they gain the natural, nonmagical ability to pass at a normal rate of movement through overgrown areas (such as briar patches, tangled thorns, and thick undergrowth) without leaving a discernible trail. Note that this ability will leave traces of passage in deliberately arranged traps or set snags, walls, and fresh mud or sand that cannot be crossed by leaping, and cannot be used to avoid mechanical traps or such magics as entangle.

Beastmasters can use all magical items not limited to a specific class. Their directly animal-related powers (e.g., locate animals, monster summoning, and animal friendship) operate at a -10% chance when dealing with creatures not from the Prime Material Plane. These abilities are described in Table 3 and are all usable at will (one at a time).

If a druid or beastmaster tutor is available, a beastmaster gains the ability to work certain minor magics at higher levels, as follows:

ps. To complete the look, checkmark the box "Yes! PLEASE beat me up & throw my gear down a ravine -for FREE!". For add'l fee, we'll kill & resurrect you, retrieve your gear & sew/polish it anew!

### DUNGEON DIE-AVERSION

Thrilled about DI-VING your 1st dungeon, but worry about that "Die" part of it? You should! It's scary down there! Who can help?

Dungeon Die-Aversion'ers can!

We'll clear any dungeon & write the papertrail back to YOU! That's right, YOU walk away with the GLORY!

(Treasure retrieved covers our expenses)

Basic Package Includes: One Certificate of Completion, One Souvenir Booklet, One Bard's Song & One Woe-filled Survivor (optional) / Say you saw this Ad & get One Magic Item for free! (our choice).





**Beastmaster Abilities**

**Sight:** The ability to notice partially-concealed creatures, signs, or tracks, and creatures hiding in shadows. This ability is not affected by available light (due to the exceptional eyesight of a beastmaster), and can be used to locate secret doors, portals, and the like (-25% chance of success).

**Move silently:** Similar to the thief ability.

**Hide in shadows:** Similar to the thief ability. A beastmaster must remain motionless to hide thus (-15% chance of success if slight movements are made as a result of spellcasting, signalling, or readying a weapon); the beastmaster can, however, exercise psionic abilities, cast spells (with the modifier mentioned), or exercise other class abilities (such as *monster summoning*) while in hiding.

**Hear noise:** Similar to the thief ability.

**Climb:** This represents the chance a beastmaster has to successfully climb trees, rock faces, or pinnacles — even when these surfaces are wet (-12% modifier). In doing so, the beastmaster may be encumbered with a pack, weapons, etc., but cannot directly assist another climber. A beastmaster can climb a man-made wall if it is not tiled or smoothly dressed, but cannot climb slick, smooth-surfaced walls or oiled surfaces, or travel across ceilings without magical aid. A beastmaster accustomed to a swamp or jungle environment will be able to swing from vine to vine (a la Tarzan) and run along branches with this ability. If a beastmaster slips or falls in such situations (failing his roll for this activity), see the “Bound” skill below.

**Bound:** Through the observation of beasts, and through practice and conditioning, a beastmaster learns and develops the ability to make exceptional forward and upward jumps, with a successful recovery (a balanced landing, an “on target” pounce, or a sure snatch and grasp of vines, tree branches, and rock handholds when leaping or recovering from a fall). The maximum bounding ability of a beastmaster is equal to that bestowed by the

first-level magic-user spell *jump* — 30' forward, and 10' backwards, directly sideways, or upward. The chance of successfully bounding increases with practice (as exemplified by level advancement), but bounding range does not increase.

**Track:** Similar to the ranger ability, with the same modifiers (see *Players Handbook*, p. 24); the base chance of success is shown in Table 2.

**Stalk:** This ability represents the activity of tracking and approaching a distant monster (including intelligent foes, such as humans) without alerting them by scent or sound. Success requires a successful “Move Silently” roll when the beastmaster is within 8" of the prey, and ensures *surprise* when attacking (only targets with exceptional senses — including all PCs — are allowed a defensive roll against surprise; with all others, surprise is automatic).

**Detect snares and pits:** Similar to the first-level druid spell, save that the range is only 1", and only in the direction scrutinized. Through concentration, this ability can be sustained for as long as desired, but forbids the use of other class abilities (such as *move silently*, psionics, and spells while doing so).

**Locate animals:** Similar to the first-level druid spell, though this ability is gained through concentration and an acute use of the senses. This ability is usable at will, but only for one round duration at a time, as it is extremely tiring, requiring at least a one-round rest between attempts. This ability has only a 2" range, and a 2" viewing “front” (the beastmaster must face in one direction and remain motionless, as movement makes detection impossible). Intelligent creatures (such as humans) can be detected by use of this ability, but enchanted creatures or creatures from other planes (e.g., undead, demons, etc.) can only be detected with a -25% chance of success.

**Call woodland beings:** Similar to the fourth-level druid spell. Intense concentra-

tion (a “sending” of *animal telepathy*) is involved, rather than spell-casting. Unicorns never answer such a summons launched by a beastmaster. (No creatures answer such a call if it is made underground or in a large human, demi-human, or humanoid settlement.)

**Monster summoning:** A beastmaster must have an intelligence and a charisma of 16 or more to successfully develop or use this ability. This resembles the fourth-level magic-user spell *monster summoning I*, save that the monsters arrive in 1-4 turns, that the creatures come from a surrounding radius of 3 miles, and that they obey the beastmaster for two rounds for every level of experience. The creatures flee if magically attacked by a *fear* or similar spell, or if facing overwhelming odds, large amounts of fire, etc. The beastmaster does not command or control the summoned creatures precisely, and cannot enable them to perform tasks beyond their physical or mental powers. By successful use of this ability, a beastmaster can cause creatures summoned against him to flee (70% chance) or to turn against the summoner (30% chance).

**Animal friendship:** Similar to the first-level druid spell, except that this ability uses a flesh-to-flesh touch and not verbal, somatic, and material components. Creatures affected by this ability become companions of a beastmaster, and if not ill-treated, they will remain friends with the beastmaster until death, regardless of any separation between the beastmaster and the creature, as long as no break of more than three days occurs during the three-month period of initial contact. A beastmaster need not train a creature to do tricks to cement this friendship.

## Astral Queen CRUISE LINES

Set sail from where you are and relax aboard the Astral Queen as we tour the Heavens. Departures are ever imminent & yet always so far away. Then, you're home before you left.

**Table 3**  
**Beastmaster's Abilities by Level**

Level of beastmaster	Locate animals	Call woodland beings	Base chance to:				Quiet	Charm monster	Wereform control	Dragon- riding
			Monster summoning	Animal friendship	Hold monster					
1	45	40	25	55	7		10	5	5	-
2	50	45	30	60	14		20	10	10	-
3	55	50	35	65	21		30	15	15	-
4	60	55	40	70	30		40	25	25	10
5	65	65	45	75	40		50	30	35	20
6	70	70	50	80	45		60	40	55	30
7	75	71	55	85	50		70	50	75	40
8	76	72	60	90	60		80	55	85	50
9	77	73	65	95	70		90	60	90	60
10	78	74	70	99	80		93	65	93	70
11	80	75	75	99	85		96	70	96	80

(11th level = maximum advancement of abilities.)

more than three days occurs during the three-month period of initial contact. A beastmaster need not train a creature to do tricks to cement this friendship.

**Hold monster:** A beastmaster must have an intelligence of 13 or more and a charisma of 15 or more to develop or use this ability. This ability is similar to the fifth-level magic-user spell (including *hold person*). A beastmaster can *hold* one creature per round by magic and by an exercise of will, by merely touching the creature (though not by a weapon attack). The *hold* lasts for 1-2 rounds, but may be reapplied. This occurs automatically, if the beastmaster does nothing else save touch the target again in the round in which the *held* creature would have recovered. No "to hit" roll is required, as the target is immobile.

**Quiet:** By body and at least fleeting eye contact, movement, and vocalization, a beastmaster can attempt to calm (*not* tame) a single excited or fearful creature (e.g., a wild horse being ridden for the first time, a stampeding animal, or one spooked by fire, sudden noise, or movement). Although beastmasters prefer to guide and influence animals rather than "break" and domesticate them, this ability can be used to determine the chance of success in any cases where this must be done (a process requiring 50 days minus 1-6 days for positive conditions —such as appropriate apparatus, isolation, and food for rewarding successful performance — and minus two days more per level of the beastmaster).

**Charm monster:** A beastmaster must have an intelligence of 17 or more and a charisma of 16 or more to exercise this ability. This ability resembles the effects of the fourth-level magic-user spell, save that against monsters of average or greater intelligence (such as most humans), there is a -25% chance of success. Only one creature at a time (once per round) can be affected, and the *charm* lasts only one turn per level of the beastmaster. If the beastmaster handles a *charmed* creature carefully — i.e., does not cause what is perceived as extreme danger, does not cause it to act contrary to its nature (for example, leaving natural prey unmolested when it is hungry), and does not act in a hostile manner — the creature will be friendly toward the beastmaster at the expiration of the *charm*. Use of this ability is exhausting; a beastmaster can *charm* only one creature at a time, and after the expiration of the *charm*, must refrain from exercising this ability for at least a day (a 24-hour period). More frequent *charming* attempts are unsuccessful.

**Wereform control:** A beastmaster who becomes a lycanthrope cannot advance in levels until cured of the condition, and has no more power over his form than any other lycanthrope. Moreover, the special abilities of the beastmaster cannot be

exercised when in wereform. Instead, wereform control refers to an ability usable when a beastmaster encounters a lycanthrope. By flesh-to-flesh touch (slap or punch admissible, but not a weapon attack), the beastmaster can cause the lycanthrope to change form by exerting an overpowering effort of will. The change may be in either direction (suspected lycanthropes can be revealed by this means). If the target has been a lycanthrope for less than two years, it will experience 1-2 rounds of disorientation (treat as *confused*) upon the sudden shift in shape. The lycanthrope may suffer damage (i.e., by armor constriction) in the change, and cannot change back to the form it had before use of this ability for one round per level of the beastmaster. This ability is usable only once per level of experience in every 24-hour period, and can be used only once per day on a particular were-creature.

**Dragonriding:** Beastmasters of high level can befriend dragons to the point of riding them as steeds. Successful befriending of a dragon requires clear sight and conditions of audibility between beastmaster and dragon; the beastmaster must be able to speak the specific tongue of the type of dragon encountered as well. Befriending lasts for 1-3 turns, plus one turn per level of the beastmaster (and may continue longer at the DM's option, if the alignments of dragon and beastmaster are similar, and if the beastmaster's words and actions do not offend or endanger the dragon, or make it uneasy).

A befriended dragon will not attack the beastmaster as long as he does not attack it or plunder from its hoard (this protection does not extend to companions of the beastmaster, whether animals or intelligent beings). Furthermore, the dragon may agree to allow the beastmaster to physically aid or assist it, or to trade material treasure or food for an opportunity to ride it.

**Dragonriding** is always perilous due to the limited duration of the beastmaster's influence over the dragon. Dragons often swoop and soar to show off (both endangering the rider and wasting time), and although they almost never dive to attack a creature or engage in aerial combat, it has happened at a beastmaster's suggestion — and is particularly likely when the creature in question is a known enemy to the dragon. Beastmasters cannot successfully *hold*, *charm*, or cast *repulsion* on a creature they are riding. Dragons may buck, attempt to scrape off a rider on rock walls or pinnacles, buffet, roll, or even land on and crush riders whose *befriending* has worn off. Ridden dragons will agree to pick up (and ferry) items or creatures, or allow their rider to do so, however.

Beastmasters of all levels are immune to the *fear* auras of all dragons, regardless of hit dice or circumstances.

### Befriending details

Beastmasters may befriend any animal whenever that creature is of average or greater intelligence, and is a solitary wilderness dweller. This ability may be attempted by the beastmaster with a greater or lesser chance of success according to the situation and the creature in question. The sole exception to this is the unicorn — although a beastmaster may indeed befriend a unicorn, such friendship is born of deeds and mutual respect, and not a beastmaster's force of will and ability to influence this creature. Although a beastmaster is never awed into inactivity by the mere sight or presence of a unicorn, no beastmaster would ever ride a unicorn unless the creature allowed it. Likewise, no beastmaster would ever agree to hunt, tame, or attack a unicorn, as they are the creatures most sacred to a beastmaster.

A tale is told of Iraven the Tracker, a famous beastmaster. When orcs came into his woods hunting with arrows, he harried them from the trees, dropping from ambush to slay one here and another there, confusing them with animal calls and false orc-talk. In this way, he whittled a band of 40 down to 20 or less. These remaining orcs were terrified and wanted only to escape the forest. Having lost their way, they blundered on until they suddenly came upon a unicorn in a little dell. Leaping from concealment, Iraven attacked them openly and so drew their poisoned arrows from slaying the unicorn. He was nearly slain himself. Pierced by a dozen black shafts, he fled only a few paces before falling from the effects of the poison.

When he awoke, the orcs were gone, his wounds were clean and nearly healed, and the arrows were drawn forth. When he regained his strength, Iraven searched for elves until he found one who could teach him the tongue of unicorns. From that day to this, it is a mark of pride among beastmasters to learn the speech of unicorns, even if they never expect to see one. (It is 86% likely that any NPC beastmaster of 9th or greater level knows the tongue of unicorns.)

It is said that Iraven sought the unicorn who had saved him for many years, and when he found it one moonlit night as both came to drink at the same forest pool, he was able to properly thank the beast. Its name was Aerbraen, the tale tells, and they met at the pool on many other nights before Iraven died.

The dragon and the unicorn represent the breadth of the abilities of a beastmaster: savage and graceful power. Few can match them; few would want to.

# NEW D & D CHARACTER SUBCLASS: THE BERSERKER

by John Pickens

*(This new class is highly experimental. Although the requirements appear low, only the boys in the 16-plus club are likely to do well at this. Be Warned.)*

Berserkers are a sub-class of the class Fighting Man who are human and NEUTRAL. Both their Strength and Constitution must exceed 9, while their Intelligence must be below 9. At level 1, their maximum allowed armor class is 6. They may use any magical items available to Fighters with the exception of armor and shields. In addition to any experience bonuses for strength, berserkers receive double points for kills until they earn their wereshape (see below). Berserkers may **never** develop psionic powers.

Each berserker must become a shieldbrother in one of the following clans: Wererat, Werewolf, Wereboar, Weretiger, and Werebear. When the berserker earns his wereshape he will take that form when berserk, receiving all hit and damage bonuses. He does NOT receive any of the special characteristics of lycanthropes, though while in wereshape he may melee creatures vulnerable to magical weaponry. Insanity will always involve reversion to wereshape.

Each clan has one Clanmaster, combat for this top spot being detailed under Monks and Druids in the various supplements. Shieldbrothers will always be friendly and help each other when possible. Failure to do so results in outlawry and open season on the outcast. Neutral lycanthropes of the clan type will not attack, though they may refuse aid. When the berserker earns his wereshape, he gains the ability to speak the lycanthropic language while in human form and communicate well enough empathetically with normal animals of his clan type to give simple commands which will be followed. At this level, horses will check reaction at -2 whenever he approaches.

Clan	Advance as	Gain Wereshape	Gain	Max Dice	Clanmaster
Wererat	Cleric	6th Level	8th Level	9	11th Level
Werewolf	Druid	7th Level	9th Level	10	12th Level
Wereboar	Druid	8th Level	10th Level	10	13th Level
Weretiger	Fighter	9th Level	11th Level	11	14th Level
Werebear	Fighter	10th Level	12th Level	12	15th Level

Since a berserker is careless of his person in battle, he relies on his gods to protect him from the fatal blow. Since the gods approve of brave deeds (we hope!), the more of them the berserker performs, the more protection he will receive. Therefore, for every two levels the berserker achieves, his armor class is increased by 1.

## SPECIAL ABILITIES AND RESTRICTIONS

Level 1: Not allowed to hire anyone for anything. Ability to recognize alignment and clan of lycanthropes and berserkers on sight.

Level 4: Reduce chance of being surprised by 1.

Level 6: Ability to detect hidden and invisible enemies. Gains a 4th Level Companion who may be any Neutral Fighter type or Bard

Level 10: The berserker may hire others, but such hirelings are -2 on loyalty and may never have a rating higher than 15.

At the appropriate level, the berserker will be joined by 2-12 Followers with a loyalty of 16-plus, one of whom must be a Bard of level 3-6. If killed, these followers may never be replaced. Use these tables:

FOLLOWERS	LEVELS*	EXTRAORDINARY
01-60 Fighter	01-50 2nd Level	01-40 Berserker (Shieldbrother)
61-70 Magic User	51-65 3rd Level	41-65 Lycanthrope (Weretype)
61-70 Magic User		
71-80 Elf	66-80 4th Level	66-75 Druid, Level 3-7
81-90 Dwarf	81-90 5th Level	76-85 Bard
91-00 Extraordinary	91-99 6th Level	86-90 Ranger
	00 7th Level	91-95 Hill Giant
		96-99 Stone Giant
		00 Two rolls, ignoring 00

*Wererats	5%
Werewolves/	
Wereboars	0%
Were tigers	+5%
Werebears	+10%

## BERSERKING

There is only a chance of a character berserking when the referee deems the conditions are suitable for the arousal of battle lust. The basic chance is 10% for a character to go berserk. A berserk attack may only be triggered once per melee.

Add 20% if the berserker bites his shield (voluntary).

Add 10% per round of melee (cumulative).

Add 10% per Follower or shieldbrother he sees die.

The death of the Companion causes an automatic berserk.

## Advantages while berserking

Intelligent opponents must check morale, if applicable (eg: A Balrog doesn't).

All attacks are at +2 in addition to any strength bonuses.

The berserker is immune to psionic attack.

The berserker adds 6 to level or key check if wielding a magic sword.

## Disadvantages of berserking

A berserker may not withdraw from melee while berserk.

A berserker remains berserk for as many melee rounds as he has constitution points, but the attacks at -2/-2 for the rest of the melee. If in wereshape, he will maintain it for the duration of the melee.

If still berserk at the end of the melee, he has a 10% chance of turning on his friends until killed or the fit wears off. Deduct 1% per level to a minimum of 1% (0% for Clanmasters).

The berserker must rest a complete turn after each fit.

EXAMPLE: A Werebear berserker of Level 10 with a Strength of 16 and a Constitution of 10 will drop his weapons and attack as a Werebear when berserk. Hit probability is +3, damage is 2-4/claw and 3-9/bite (3-17/bug), and armor class is 2 (7-5). After ten rounds, he fights at -2, each claw doing 1 and biting at 1-6 (hug 1-14). Berserkers never cause lycanthropy.

## INVISI-HORSE

Fool your friends!

For 10gp, I will turn any horse of your choosing, invisible. Play the foolies on drunken friends! The rofls and rogl's will last all night long when you reveal their horse was turned invisible -and not stolen! :D

Oh, gosh won't you be the life of the party? YES, YOU WILL!

-with Invisi-Horse,  
Invisible Horse Services.



(Actual image of invisible horse!!!) Send S.A.S..E. for Testimonials,

# The Wild Warriors

*The ultimate  
hack-n-slashers:  
berserker NPCs*

by Tom Griffith

The berserker was a prominent figure in Scandinavian culture in the Middle Ages. In DRAGON® issue #3, a short article was written to place this figure into the DUNGEONS & DRAGONS® game as an NPC. That article, while containing many worthwhile ideas, approached the berserker from the idea that the name came from the idea of "bear sarking," a state of madness induced from wearing shirts made of bear fur. (This state was similar to lycanthropy.) This article attempts to include these fascinating people in AD&D® games as NPCs from a more historical perspective. Their use as player characters is limited because berserkers would not adapt well to cooperative adventuring, and their chances of survival may be low despite their extraordinary combat skills.

## The Norse berserker

The berserker was a fascinating figure in Norse history up through medieval times. The name "berserker" was derived from a hero in Scandinavian mythology. Berserker, the grandson of the great eight-handed Starkadder and the beautiful Alfhilde, was known for his fierce battle madness and his habit of charging into battle with no armor but a shield. It was this habit of fighting in his bare sark, or tunic, that earned him the name Berserker (Baresarker). He had 12 sons by the daughter of King Swafurlam (whom he had slain in battle); all of his offspring inherited his temperament as well as the name Berserker. From these warriors came the wild, Odin-worshipping berserkers of history and legend.

In appearance and attitude, the berserkers were a menacing group of people. Typically, they were huge and strong but quite ugly. Considering cleanliness unmanly, they were proud of their unwashed and unkempt state. Surly and bullying, they were thought by many to be victims of mental imbalance. Their tendency to assault and murder at will kept most people terrified of these "beast-men." Even the bravest warrior would give way, if his pride and status would allow it.

Many Norwegian kings were fond of having a few berserkers among their followers as bodyguards and shock troops, and at times the kings gave berserkers to one another as gifts. As is frequently mentioned in Icelandic sagas, berserkers decided the outcome of many a battle.

The characteristic that set these people apart from the other warriors of their time was their famous berserker fury, the *berserkerang*. This state was induced by the berserker when he worked himself into a terrible frenzy by biting the rim of his shield (much as a dog worries a stick or rag), stomping his feet, and growling like a bear. A medieval chess piece found in the Hebrides (a common site of Viking raids) depicts such a warrior biting the edge of his shield. Once in this self-induced state, the berserker's eyes seemed to blaze with unnatural light, his body trembled, and his mouth worked up a terrible frothing. His face became swollen and purple. Once the berserkerang was upon him, he would rush forward, howling and making other animal noises.

While under the berserkerang, the berserker was reputed to gain superhuman strength and immunity to fire and pain, ignoring all but the deadliest wounds. The mere appearance of a berserker in this state would often drive his enemies away in terror. Personal safety was all but forgotten in the rage to kill; the berserkers would not stop until all enemies were dead or driven away. The orders of their leaders were either unheard or ignored. In this battle-madness, friends were sometimes forgotten or even mistaken as enemies. The price paid after the battle was that the berserker would be exhausted and helpless until well rested.

## Berserkers as NPCs

In AD&D game terms, the berserker is a subclass of fighter based on the Viking berserkers of the Middle Ages. This subclass, which is related to the barbarian subclass and is unable to wear heavy armor or cast spells, has special abilities that compensate for its restrictions. The berserker is adept at direct combat to the extent of suffering in defensive and plan-

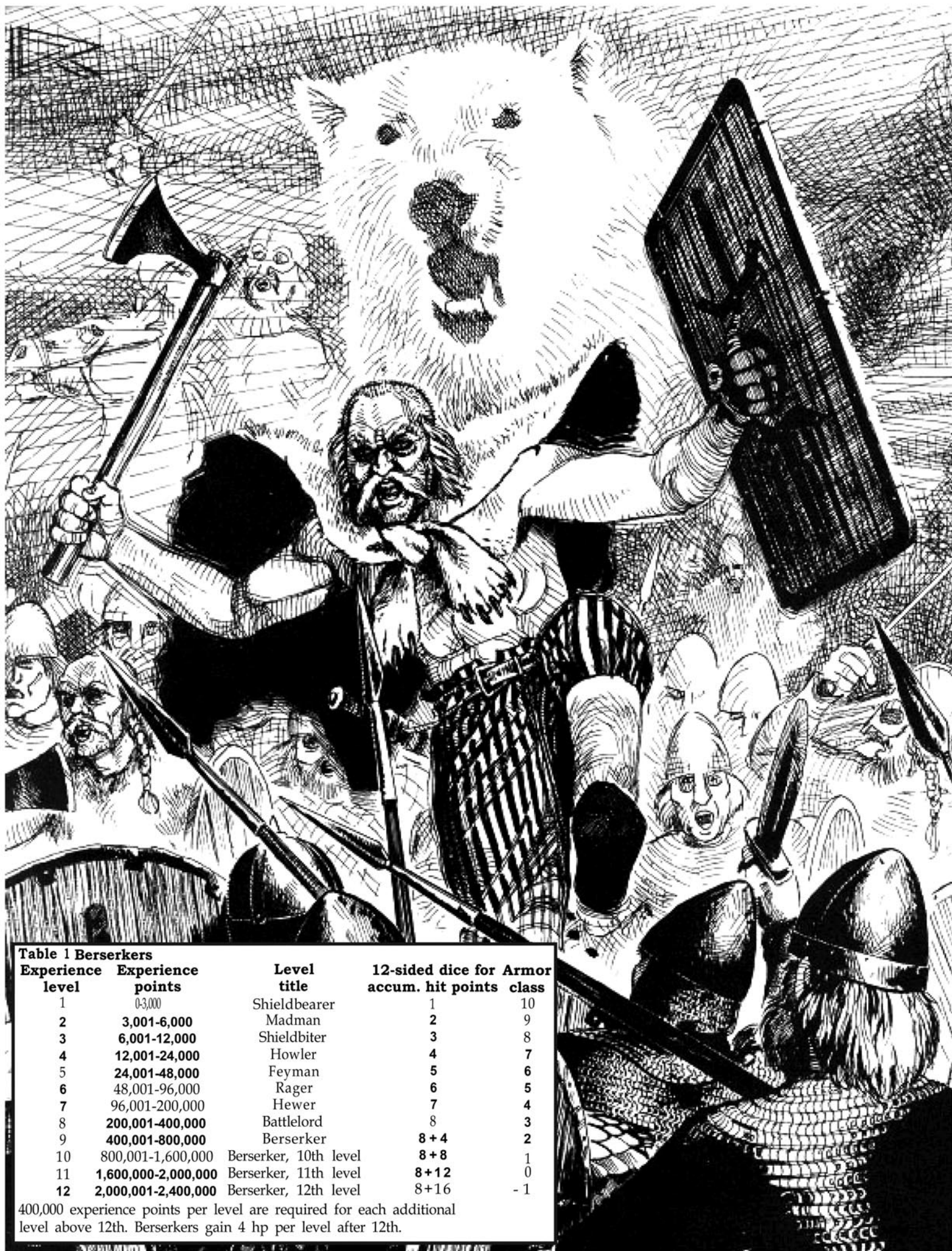
ning capabilities, and shares few of the barbarian's talents for survival. It is not unusual to find berserkers living among barbarian communities or (more rarely) among humanoid tribes, and they are occasionally seen in large groups, roving the countryside in search of battle. They are very rarely encountered elsewhere.

The berserker must have strength and constitution scores of no less than 15 each. His wisdom, charisma, and comeliness scores cannot be greater than 9. Berserkers receive no bonuses on earned experience, as they have no principal attributes. They cannot have more than one class. Table 1 has information on level progression for berserkers.

Humans and half-orcs are the only races which may become berserkers, and they are limited in level advancement only as per the fighter class in this respect. All berserkers must be of chaotic alignment, whether good, neutral, or evil. Like barbarians, berserkers speak only their tribal tongues and the common language of the area in which they live. Berserkers refuse to learn other languages, and disdain the arts of reading and writing.

Like barbarians, berserkers use 12-sided hit dice, have a base movement rate of 15", and use the combat and saving-throw tables of fighters. They have the same ability to attack creatures struck only by magical weapons, much as barbarians are able to do. From 1st to 5th level, berserkers attack once per round; from 6th to 10th level, they attack three times every two rounds; at 11th level and above, they attack twice per round. Berserkers have the same saving-throw bonuses that barbarians have (i.e., +4 vs. poison; +3 vs. paralyzation, death magic, petrification, and polymorph; +2 vs. wands, rods, staves, and breath weapons; and, +1 per four levels attained vs. spells). They are additionally immune to magical *fear*, such as cause *fear*, *scare*, *fear*, etc.

Berserkers refuse to wear any armor other than nonbulky furs or leather, and they use the normal defensive adjustments for high dexterity as opposed to the adjustments used by barbarians. Shield use is permitted. Berserkers absolutely hate magic other than that practiced and used by the clerics of their tribe, and they refuse to utilize magical items of any sort — particularly magical armor, shields, weapons, and protective devices. Berserkers have no use for rings, bracers, and similar "fine" decorations, and they avoid using well-kept weapons, selecting ones which appear to be "obviously" nonmagi-



**Table 1 Berserkers**

Experience level	Experience points	Level title	12-sided dice for accum. hit points	Armor class
1	0-3,000	Shieldbearer	1	10
2	3,001-6,000	Madman	2	9
3	6,001-12,000	Shieldbiter	3	8
4	12,001-24,000	Howler	4	7
5	24,001-48,000	Feyman	5	6
6	48,001-96,000	Rager	6	5
7	96,001-200,000	Hewer	7	4
8	200,001-400,000	Battlelord	8	3
9	400,001-800,000	Berserker	8+4	2
10	800,001-1,600,000	Berserker, 10th level	8+8	1
11	1,600,000-2,000,000	Berserker, 11th level	8+12	0
12	2,000,001-2,400,000	Berserker, 12th level	8+16	-1

400,000 experience points per level are required for each additional level above 12th. Berserkers gain 4 hp per level after 12th.

**Table 2**  
**Berserkergang Bonuses and Penalties**

Condition	Bonus/penalty
For gnawing on shield or weapon	+20%
For being cornered	+20%
For each melee round after the first	+10%
For each friend or follower killed	+10%
If the berserker is alone	+10%
For each level of experience	+1%
For each hit point lost	+1%
For each previous berserk that day	-10%

**Table 4**  
**Berserker's Human Henchmen**

Dice score	Character class	Level range
01-05	Bard*	1-3
06-30	Barbarian	1-3
31-55	Berserker	2-5
56-69	Cleric/shaman**	1-4
70-00	Fighter	1-6

\* If bards are not used in a campaign, then a cleric or shaman is received.

\*\* Humanoid shamans are received only if the berserker is a half-orc.

cal. For protection in battle, berserkers depend on their gods and their personal prowess, and this strength of will affects their armor class.

A 1st-level berserker has a natural armor class of 10, but his armor class drops one point for each level gained thereafter. This armor class may be lowered by using a shield and by dexterity bonuses. Leather armor becomes useless at 3rd level and after, when the berserker gains AC 8 or better.

The arms usable by a berserker are: battle axe (two-handed), hand axe, club, dagger, hammer, knife, mace, morning star, scimitar, spear, spiked buckler, bastard sword, broad sword, falchion, khopesh, long sword, short sword, and two-handed sword. The battle axe and two-handed sword are used without a shield because they require two hands. A berserker will never use any sort of missile or thrown weapon, these being too cowardly to consider; they never use poison or flaming oil for the same reason. Berserkers initially learn six weapons of proficiency, have a -1 nonproficiency penalty, and may learn a new weapon at every odd-numbered level (3rd, 5th, etc.). They are unable to gain specialization with any weapon, as this requires a level of skill and finesse that berserkers cannot grasp. Berserkers, unlike barbarians, have no required weapons.

Berserkers have some of the abilities of barbarians, as outlined in *Unearthed Arcana*, pages 19-21. They are able to use the following primary skills: *climb cliffs and trees, back protection, leaping and spring-*

**Table 5**  
**Berserker's Demi-human Henchmen**

Dice score	Character class and race	Level range	Number
01-15	Dwarven fighter/thief	1-4	2
16-31	Dwarven fighter	1-4	2
32-37	Dwarven fighter/cleric	1	1
38-42	Gnome fighter/thief	1	1
43-47	Half-elven bard*	1-3	1
48-52	Half-elven fighter/cleric	1	1
53-58	Half-elven fighter/thief	1	1
59-63	Half-elven fighter	1	1
64-79	Half-orc berserker	1-4	2
80-84	Half-orc fighter/cleric	1	1
85-95	Half-orc fighter	1-4	2
96-00	Half-orc fighter/thief	1	1

\* If bards are not used in a campaign, then a cleric or shaman is received.

**Table 3**  
**Berserker Followers Table**

Dice score	Result
01-60	See Table 4
61-80	See Table 5
81-90	See Table 6
91-95	See Table 7
96-00	See Table 8

Dice score	Mount	Number
01-35	Centaur	1-3
36-71	Hippogriff	1
72-87	Griffon	1
88-00	Pegasus/wyvern/dragonnel*	1

\* Applies to WORLD OF GREYHAWK® fantasy setting only; also depends on the berserker's alignment

dies at -10 hp, unless he is given aid.

5. At 6th level, berserkers can attack creatures struck only by +2 or better magical weapons.

6. At 7th level, the berserker becomes immune to nonmagical fire. His saving throw against magical fire-based attacks gains a +4 bonus.

7. At 8th level, berserkers can attack creatures struck only by +3 or better magical weapons.

8. At 9th level, the berserker gains 2-12 special henchmen, as determined by the DM from the table in this article. A berserker can never employ hirelings, as no one will follow such a person willingly, even for large sums of money. Berserkers, however, are often hired as mercenaries or bodyguards.

9. At 10th level, berserkers can attack creatures struck only by +4 or better magical weapons.

10. At 12th level, berserkers can attack creatures struck only by +5 or better magical weapons.

### The berserkergang

Going berserk is not an automatic ability for berserkers. A base 10% chance (modified as per Table 2) exists that a berserker NPC goes berserk when the DM deems the conditions are suitable for the arousal of battle-lust. Typical causes for this are: a direct threat to the personal safety of the berserker or his henchman, patron, or companion; a feeling of extreme helplessness; or a sensation of being strongly

ing, and *detect magic* (the latter ability sometimes being sufficient to trigger the berserkergang in tense situations). No other primary skills are used, and berserkers have none of the barbarian's secondary or tertiary skills, as they care only for battle. Berserkers are often supported by their tribe to keep them in shape (and pacify them) when no battles are being fought. Though they cannot summon hordes as barbarians can, they gladly respond to such a summons.

### Special abilities

As the berserker rises in levels, he gains special abilities. These are:

1. At 1st level, the berserker can go berserk (as described herein). He also has a +2 bonus to save against fire-based attacks of any sort (in addition to any other bonuses) and takes one-half damage from normal fires.

Additionally, the berserker has a 5% chance per level to *detect hidden and invisible beings* within a 30' radius around him. Berserkers usually attack such beings at once. Nonliving objects which are hidden or invisible cannot be so detected.

2. At 3rd level, the berserker's chance of being surprised is reduced to 1 on 1d6.

3. At 4th level, berserkers can attack creatures struck only by +1 or better magical weapons.

4. At 5th level, the berserker is able to continue fighting while berserk (as described in the following section) until he reaches -10 hp, at which point he dies immediately. If his berserk state ends while he is at negative hit points, he collapses and loses 1 hp per round until he

ridiculed. Additionally, any magical situation or effect meant to produce *fear* automatically calls for a die roll to see if the berserker enters the berserkergang. It takes only one melee round to go berserk, during which time the berserker calls upon his inner rage, bites on his shield, and so on. If a berserker lacks a shield, he may bite other objects, such as his weapons. If the berserkergang is not summoned, the berserker fights as a normal fighter. A surprised berserker has no time to summon his battle fury, though he may willingly step back (risking a free attack from opponents for that round) and attempt to call upon the berserkergang.

Though a berserker is not obligated to call upon the berserkergang in every fight in which he is involved, he will have a strong tendency to do so. Numerous advantages and disadvantages come with the berserkergang. The advantages include:

- 1. The berserker gains a +2 "to hit" bonus on all hand-to-hand combat attacks.
- 2. The berserker is immune to psionic attacks and to all forms of *charm*, *fear*, and similar will-force attacks. These magical attack forms are listed in the wisdom table on page 7 of *Legends & Lore*.

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\*FOR MORTAL CHALLENGE\*  
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APPLY YOUR LOCAL EXTRA-  
PLANAR-NIGHTMARE-FISSURE.

Table 7  
Berserker's Minor Creature Allies

Dice score	Berserker's alignment		
	Chaotic good	Chaotic neutral	Chaotic evil
01-50	War dog	Wolf	Huge ravens (2)
51-75	Black bear	Gorilla bear	Worg
76-80	Giant owl	Giant otter	Ogre
81-90	Pseudo-dragon	Al-mi'raj	Galltrit
91-00	Faerie dragon	Firedrake	Ice lizard

Table 8  
Berserker's Major Creature Allies

Dice score	Berserker's alignment		
	Chaotic good	Chaotic neutral	Chaotic evil
01-05	Brass dragon*	Shen lung*	White dragon*
06-10	Storm giant	Mountain giant	Ettin
11-30	Werebear	Wereboar	Werewolf
31-75	Moon dog	Verbeeg	Hill giant
76-00	Weretiger	Korred	Giant troll

\* Roll 1d4 +1 to determine the age category of the dragon. It will, of course, possess no treasure.

- 3. The berserker gains a +2 bonus to initiative rolls.
  - 4. Subtract 1 hp from all damage a berserker takes from each single attack made against him. This represents the berserker's ability to ignore his wounds and continue fighting.
  - 5. Due to the horrible aspect of this ability and the berserker's appearance while berserk, all opponents of zero level and those having less than one hit die must immediately check morale when viewing an enraged berserker, or else flee.
  - 6. The berserker feels no pain or exhaustion while berserk, becoming immune to spells such as *symbol of pain*.
- The berserkergang includes these disadvantages as well:

- 1. The berserker cannot withdraw from melee or parry blows while berserk, and he remains berserk for as many rounds as he has constitution points — even if the opponents are slain, at which point the berserker attacks the nearest living being on a 10% chance. Otherwise, he continues to attack fallen enemies until the rage passes.
- 2. The berserker is immediately exhausted (as per rules in the *Dungeoneers Survival Guide*, pages 21-22) after going berserk, and cannot go berserk again until completely recovered. He thus suffers a -4 penalty to all attributes, saving throws, and combat abilities ("to hit" and damage rolls); his movement is reduced to 11", slightly slower than a normal walking man. Recovery can only be made after an hour of complete rest and a successful constitution check; this reduces the penalty to -2 until another two hours of com-

plete rest and another constitution check bring the berserker to full power. Constitution checks are made using the modified constitution scores for the NPC.

3. Because of the noise they make and their mental condition during the berserkergang, berserkers cannot hear any orders, suggestions, or warnings from their companions while in this state.

Berserker henchmen

Use Tables 3-8, along with the ranger followers tables (see the *Dungeon Masters Guide*, pages 16-17) to determine a berserker's special henchmen. Use Table 3 to substitute for the ranger followers table at the top of the first column of page 17 of the DMG. Roll only once on Tables 6-8.

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# WANTED:

## EDITOR'S INTRODUCTION

Well, we asked for it.

When *DRAGON* magazine printed a letter in issue #46 from a reader who thought a Bounty Hunter character class would be a good idea, it was accompanied by a short response which said, in effect, okay, all you writers, show us your hunters.

The response to that response was, shall we say, bountiful.

Published herein are the three "best" Bounty Hunters out of a dozen or so that we received in the four months following the appearance of the letter. Each is distinctly different — in some respects, vastly different — from the other two. Taken as a whole, this three-part presentation illustrates how different people can develop the same concept into a unique piece of work.

The word "best" is used in quotation marks because we're really not in a position to tell you what "best" is. We chose

Bounty Hunter descriptions that seemed equitable, formidable, and most of all playable. The playability of a character or a campaign is something that only the people in that campaign can adequately define; all we can do is hope that at least one of these three Bounty Hunters is just as playable in your campaign as we felt it would be.

Printing three versions of the same character class may seem like a waste of space. Why don't we just publish one Bounty Hunter and leave it at that, like we've done with other non-player character classes in the past?

Well, first of all, we were sent a lot of Bounty Hunters, and we don't like to disappoint any more writers than we have to. Second of all, by printing three versions of the same NPC, we are (we think) virtually guaranteeing that any DM will find at least one of the versions to be to his liking and appropriate for his campaign. Or perhaps a fourth version can be created by combining elements of these three. The next step is up to you. — KM

# I: NOT A VERY NICE GUY

by Scott Bennie

The wizard Herek sat in the corner, drinking his ale. He tapped on his staff of the magi nervously while he sipped the brew, as if he sensed some unseen menace lurking nearby. His companion, Pallar, scoffed at this nervousness; magicians were perpetually uneasy, and besides, he was becoming apprehensive as well.

Suddenly the pungent odor of acid stabbed into nostrils. Pallar rose and drew his blade in one motion, but it was already too late. Herek let out a short scream, then slumped in a heap, dead, with an arrow of slaying lodged in his back. There was a hole burned through the wall behind them — the acid had done that — and through it Pallar glimpsed a figure escaping on a flying carpet. He mouthed some curses in the direction of the killer and then turned to the body of his friend.

A note was tied to the shaft of the arrow buried in the mage's back: "Revenge now belongs to the Lords of the Dragon, through the courtesy and efforts of the Master of the Bountiful Hunt." There were a few other words, but they were already unreadable, smeared by wizard's blood...

A Bounty Hunter is a character who specializes in the killing of other characters or creatures for profit. A Bounty Hunter who fights only non-humanoid creatures must be neutral in alignment, while those who fight and slay humanoids must be neutral evil.

Humans and half-orc characters may be Bounty Hunters, as long as they possess the following minimum ability scores: strength 15, intelligence 13, dexterity 14 and constitution 14. If strength, dexterity and constitution are all 16 or higher, the character gains a 10% bonus to earned experience.

A Bounty Hunter is in some ways a combination of ranger and assassin. The character is not capable of having exceptional strength, but uses the combat and saving-throw tables for fighters and can use all magic items usable by the fighter class. In addition, Bounty Hunters have the back stabbing ability of a thief of equal level, and they are treated as rangers for determination of initial number of weapons and weapon proficiency.

Bounty Hunters who do not slay humanoids can rise only as high as the ninth level of experience, while other hunters can aspire to 13th level, The Great Hunter. When a character gains enough experience points to reach 13th level, he does not automatically receive the title, but must first track down and kill whomever currently holds the title of The Great Hunter. An aspirant who ignores this requirement or demonstrates cowardice has shamed the other members of his profession, and from that day forward will be marked for death by all other Bounty Hunters he encounters, or who seek him out. Killing a "coward" in this manner brings almost as much prestige to the killer as killing The Great Hunter himself. At no other time will one Bounty Hunter raise a weapon against another, except if fighting another hunter is necessary to bring about completion of a job.

Bounty Hunters receive experience points for killing creatures and characters, just as any other character would, and they can also gain experience points through the accumulation of bounty monies. However, gold pieces or other valuables or magic items will never count directly toward earned experience except when they are received as payment for a job well done.

Experience Points	Experience Accumulated Level	8-Sided Dice For Hit Points	Level Title
0-2,500	1	1	Seeker
2,501-5,000	2	2	Shadow
5,001-12,500	3	3	Trophyman
12,501-25,000	4	4	Hunter
25,001-50,000	5	5	Collector
50,001-100,000	6	6	Exterminator
100,001-175,000	7	7	Master Collector
175,001-300,000	8	8	Bounty Hunter
300,001-450,000	9	9	B. H., 9th level
450,001-600,000	10	10	B. H., 10th level
600,001-750,000	11	11	Master Hunter
750,001-900,000	12	12	Death Hunter
900,000+	13	13	Great Hunter

**Special abilities**

A Bounty Hunter of third level or higher gains the ability to perform assassinations with the same chance of success as an assassin of two levels lower. A third-level hunter assassinates as a first-level assassin, etc.

In some circumstances, a bounty may be more profitable if the quarry is captured rather than killed. In this case, a successful assassination by the Bounty Hunter can mean that the victim was knocked unconscious for 2-16 turns. This will be enough time to bind and gag the prisoner, and perhaps enough time to allow delivery to the one who will pay the bounty. There is a chance on any knockout attempt that the blow will kill the victim regardless of the hunter's intentions. It is 20% for a hunter of seventh level or lower, and it decreases by 2% per level for each level of the hunter above the seventh, down to 8% for a 13th-level hunter. The Bounty Hunter must employ a blunt weapon for a knockout attempt to be made.

A Bounty Hunter of fifth level or higher gains some thieving abilities beyond the innate proficiency at back stabbing. Opening locks, finding/removing traps, moving silently, hiding in shadows, hearing noise, climbing walls and reading languages can be performed by a fifth-level hunter at the same chances of success as a first-level thief. These abilities improve with each higher level gained.

A Bounty Hunter of seventh level or higher can track as a ranger, and has the disguise abilities of an assassin.

All Bounty Hunters of ninth level or higher gain the ability to make 3 weapon attacks every 2 rounds.

Bounty Hunters do not attract followers, and they only build strongholds or keeps upon their retirement. They are by nature mean and self-confident. In public, when not on an "assignment," they are liable to display incredible arrogance. On a hunt, however, they become withdrawn and apparently passive. It is at this time when Bounty Hunters are most dangerous.

# II: BEWARE OF TRAPS IN WOODS

by Tom Armstrong

Bounty Hunters can be found in almost any large city, and are usually contacted through the local Mercenaries Guild. They are not members of the Guild, but some members may know where they can be located. Bounty Hunters are loners, as a rule, and do not often have many friends. They are difficult to befriend, but fiercely loyal to those whom they consider close.

Most Bounty Hunters are lawful neutral, but those of true neutral, neutral good and neutral evil alignment have been known.

Humans, elves, half-elves, halflings and half-orcs may be hunters. All but humans are limited to the 10th level of experience. All hunters must have the following minimum ability scores: strength 9, intelligence 11, wisdom 11, dexterity 14 and constitution 12. A high charisma score is also highly desirable, to facilitate information-gathering when dealing with other characters.

A member of this class is a hybrid of ranger and thief. The Bounty Hunter uses the combat table for fighters and the saving-throw matrix for thieves. They cannot cast spells, and are able to use any magic item not prohibited to thieves. They can

wear leather, studded leather, ring mail, scale mail, or chain mail armor, preferring the first three types. They can use any weapon but will never carry a shield. A hunter has proficiency with 2 weapons at first level and gains proficiency in one weapon every 2 levels thereafter.

Experience Points	Exper. Level	8-Sided Dice for Accumulated Hit Points	Level Title
0-2,200	1	1	Searcher
2,201-4,500	2	2	Tracker
4,501-9,000	3	3	Trailer
9,001-15,000	4	4	Finder
15,001-23,000	5	5	Search Leader
23,001-41,000	6	6	Searcher Esquire
41,001-95,000	7	7	Searcher Lord
95,001-150,000	8	8	Hunter
150,001-260,000	9	9	Hunter Esquire
260,001-530,000	10	10	Hunter Lord
530,001-800,000	11	11	Bounty Hunter
800,001-1,100,000	12	11+1	B. H., 12th
1,100,001-1,400,000	13	11+2	B. H., 13th
1,400,001-1,700,000	14	11+3	B. H., 14th
1,700,001-2,000,000	15	11+4	B. H., 15th

300,000 experience points per level for each additional level above the 15th.

Bounty hunters gain 1 h.p. per level after the 11th.

**Special abilities**

All Bounty Hunters are natural woodsmen, having to live off the land in the pursuit of their quarry. They have tracking ability like a ranger, although not to the same degree of expertise, in outdoor environments. The base chance to be able to successfully track a creature or character outdoors is 15% for a first-level hunter, and it increases by 3% per level up to 30% at sixth level. Then it increases 5% per level until reaching a maximum of 100% at 20th level. A Bounty Hunter can always find edible roots and berries, wild game, and potable water if such items are available at all in the area.

Hunters have some thieving, or thief-like, abilities. They are adept at setting traps, doing so at the same rate of success as a thief of equal level can find/remove traps. Bonuses for high dexterity as it applies to locating traps are also applicable for setting traps. Bounty Hunters are masters of camouflage in outdoor environments, and can hide in the wilderness as a thief of the same level can hide in shadows.

Bounty Hunters are only surprised on a roll of 1 on a d6 when operating in the wilderness, and in such terrain they can surprise others on a roll of 1-3 on a d6.

Although well able to defend themselves, most Bounty Hunters prefer to out-think their quarry rather than subdue or beat him/her/it into submission. Some have been known to wait for days in one spot, knowing their quarry was nearby and that sooner or later the trap would be sprung.

A Bounty Hunter is able to have followers beginning at the ninth level of experience. From ninth through 11th level, these followers can only be fighters, thieves or clerics of the same alignment as the hunter. A hunter begins with one follower for each 6 points of charisma, or each fraction thereof (i.e., a charisma of 13 would entitle the hunter to 3 followers), and can add that number of new followers upon attaining 10th and again at 11th level. Starting at 12th level, a hunter can gain one new follower per level for each 8 points of charisma, or fraction thereof, and these followers can be of any alignment.

Some Bounty Hunters work strictly on their own, trusting no one, and depend on an extensive system of contacts and double-checks for gathering information, in order to find and capture those for whom the authorities have offered a reward.

Bounty Hunters are a viable alternative to assassins for cases when a character doesn't deserve death for an action, but is in line for punishment of some sort. The Bounty Hunter, if played with fairness and consideration, can serve as an effective "avenger" or "sheriff" for the DM, which may become a deterrent to some of the silly and unfair acts performed by player characters on other NPC's.

Outdoors there is a base 70% chance of a hunter being able to follow a creature, modified as follows:

- for each creature above one in the party being tracked +02%
- for every 24 hours which have elapsed between making the track and tracking -15%
- for each hour of precipitation -30%

# III: HE'S ON YOUR TRAIL

by Robert L. Tussey and Kenneth Strunk

The Bounty Hunter is a subclass of fighter, adept in the tracking and capture of fugitives from justice. Though they can be of any alignment, the majority are neutral and only 5% are chaotic.

A Bounty Hunter can be a human, elf (limited to 7th level), half-elf (8th level), dwarf (9th) or half-orc (10th). A hunter must have a minimum strength of 9, intelligence 12, wisdom 12, charisma 13, dexterity 13 and constitution 14.

Experience Points	Exper. Level	10-Sided Dice for Accumulated Hit Points	Level Title
0-2,250	1	1	Searcher
2,251-4,500	2	2	Trapper
4,501-10,000	3	3	Man-Tracker
10,001-20,000	4	4	Revenger
20,001-40,000	5	5	Hunter
40,001-90,000	6	6	Head Hunter
90,001-150,000	7	7	Bounty Hunter
150,001-225,000	8	8	Manhunter
225,001-325,000	9	9	Masterhunter
325,001-650,000	10	9+3	Hunter Lord

325,000 experience points per level for each additional level above the 10th.

Bounty Hunters gain 3 h.p. per level after the 9th.

The experience-point table for Bounty Hunters is identical to that for rangers, in the number of x.p. needed to attain a certain level. However, hunters have 10-sided hit dice like a normal fighter. They also have the weapon proficiency of a fighter; however, at least one of the initial number of 4 weapons permitted the hunter must be a capture weapon. (Three types of capture weapons are described below.)

## Special abilities

**Tracking:** A Bounty Hunter can track his quarry similar to a ranger. Underground, the hunter must have observed the creature to be tracked within 2 turns (20 minutes) of the commencement of tracking, and the hunter must begin tracking at a place where the creature was observed.

Creature's action	Chance to track
going along normal passage or room	50%
passes through normal door or uses stairs	45%
goes through a trap door	35%
goes up or down a chimney or through concealed door	25%
passes through a secret door	15%

**Charisma:** A Bounty Hunter gains a bonus of +2 to his effective charisma for questioning purposes at taverns, inns, or other large gatherings of people in an atmosphere which provides the opportunity for conversation. In any situation where a hunter is questioning to obtain information about his quarry, there is a 10% base chance that a member of the party being questioned will know the hunter or know of his reputation. This base percentage is adjusted upwards by +02% for each member of the party beyond the first; i.e., there is an 18% chance that one person in a five-member party will know the hunter. A reaction roll is made for that person without counting the hunter's usual bonus to charisma.

**Knockout:** A Bounty Hunter can choose to attempt a knockout blow on his victim, at the same rate of success as for an assassin of equal level performing an assassination. (Above 15th level, the percentages on the chart will increase 5% per level until reaching the maximum of 100%.) A successful knockout blow means the victim is unconscious for 1-10 rounds.

**Pulling punches:** During melee combat, hunters have the ability to pull their blows so that only half of actual damage (round down) is assessed against the victim. When a victim is reduced to zero hit points by a blow administered in this manner, the victim is unconscious for 1-10 rounds.

**Thief abilities:** Starting at second level, a Bounty Hunter can perform the thief skills of opening locks and picking pockets at the same chance for success as a first-level thief. Advancement in these abilities is one level of thieving ability for every two levels the hunter rises, so that a 10th-level hunter (for instance) has the abilities of a fifth-level thief in these skills. Also starting at second level, the hunter can move silently and climb walls as a first-level thief; however, skill in these abilities advances on a level-for-level basis thereafter, so that a 10th-level hunter has the abilities of a ninth-level thief in these two skills.

**Capture weapons:** Every Bounty Hunter must be proficient in the use of at least one device described as a "capture weapon." Three such weapons are the net, the lasso and the bolas.

A net may be thrown (short range 10 feet, medium range 20 feet) or suspended. If it is thrown and the attempt results in a hit, the victim is entangled and immobile for 1-4 rounds thereafter.

A lasso can be thrown over distances of no less than 10 feet (the only distance which can be short range). Its limit for medium range is 20 feet, and long range extends to 30 feet. A successful hit indicates the victim is entangled for 1-4 rounds.

The bolas are a capture weapon which can be hurled over a longer distance than a lasso. Like the lasso, the minimum range is 10 feet, but for this weapon short range extends to 20 feet, medium range is 20-30 feet and long range extends to 40 feet. A hit means the victim is entangled for 1-4 rounds, as with the other two capture weapons; however, if the hit is made with an unmodified roll of 20, the target must attempt a saving throw vs. petrification. If the save is failed, the target will take 1-4 points of choking damage (in addition to being entangled) per round until he is disentangled or killed. If a throw of the bolas does not hit its intended target, the weapon has a chance to hit any other creatures in its flight path up to its maximum range.

**Dexterity bonuses** for missile combat apply to the use of hurled capture weapons. All of the capture weapons described above receive +1 to hit at short range and are -1 to hit at long range, in addition to any other bonuses or penalties.



# LEOMOND'S TINY ADVENTURE

by Lenard Lakofka and Brad Nystul

## ~~~~~Bureaucrats~~~~~



The bureaucrat tends to be hopelessly average. To determine his or her characteristics, roll 2d6 of different colors (let's say red and white). All physical characteristics (strength, dexterity and constitution) use a base of 10, while non-physical characteristics (intelligence, wisdom and charisma) use a base of 11. If the red die comes up 1 or 2, add the result of the white die to 10 or 11, as applicable; if the red die comes up 3 or 4, subtract the white die from 10 or 11; if the red die comes up 5 or 6, the white die is ignored and the characteristic remains at 10 or 11, as applicable. A bureaucrat must have intelligence or wisdom of at least 11 to rise any higher than first level (Clerk).

Bureaucrats do not wear armor, but may use or wear any magic items of protection. They are poor with weapons, fighting forever as a zero-level character regardless of bureaucrat experience level. (See exception noted below for those who were adventurers before becoming bureaucrats.) They may employ daggers, clubs and "blunt instruments" (inkwells, candlesticks, etc.) as weapons. They throw any weapon at -2 to hit. However, they obtain the saving throws of a cleric with respect to spells, paralyzation, poison, death magic, rods, staves, and wands. They save as a fighter versus petrification, polymorphing and breath weapons, using their level as a bureaucrat (not their effective fighting level) for the save. Thus, if someone tried to poison an Official (6th level bureaucrat), the victim's saving throw would be 9. If a dragon breathed on him, his saving throw would be 13.

### Bureaucrats' special skills

**Produce trance:** This attack form comes from the bureaucrat's ability to speak fluent Bullroar. The language is basically unintelligible to most beings, but its constant drone tends to place a victim at ease. Such an at-ease victim is *entranced* if the bureaucrat makes the required percentile roll and the victim (only one target at a time) fails his or her saving throw.

An entranced victim will take any suggestion or meet any demand made by the bureaucrat that pertains to the issue at hand. This issue typically concerns payment to the bureaucrat for a service, such as the purchase of a license or permit, or perhaps an order or a writ to legalize something. Once the speech ends, the entranced victim will carry out the given order or suggestion (pay the asked-for price, for instance) unless someone else (if another non-entranced character is present) can talk him or her out of it. A successful second saving throw by the formerly entranced figure means that someone else has convinced the victim not to buy the document in question.

An entranced person will not give up magic items or tell secrets under the influence of this droning speech.

**Lose (and find) paperwork:** This innate ability shows up in all bureaucrats who handle documents or get anywhere near a filing system. (In other words, all bureaucrats.) Documents given to a bureaucrat for filing or safekeeping will be lost as soon as they are received, if the bureaucrat makes the necessary roll on percentile dice.

The lost paperwork will be found again upon another successful percentile roll, if someone is first successful in urging or ordering the bureaucrat to look for it. The first roll to find a lost document cannot be made sooner than one working day after the document was lost (these things take time). Succeeding rolls to find the lost paperwork, if required and desired, can be made at one-working-day intervals thereafter.

Once a particular document or sheaf of paperwork has been found, that particular bureaucrat will never lose it again — but paperwork does get passed on from bureaucrat to bureaucrat, and the next one to handle it might be higher level, and thus even better at losing it!

**Confuse:** This ability produces befuddlement in the victim unless he or she makes a successful saving throw from spells. The bureaucrat must make an actual attack to *confuse*; when he does so, his *produce trance* attack (if it was being employed) is lost. *Confusion* will cause the victim to leave the bureau office or board meeting, totally forgetting why he or she ever went there in the first place. The victim obtains a new saving throw daily or if he or she can be talked to by someone who knows why he or she went to the bureaucrats' lair in the first place.

**Captivate:** This attack form can only be cast on multiple figures; a single figure is immune. To *captivate*, the bureaucrat must be allowed to blather on for a full ten minutes, without interruption, about what must be done to produce a desired result. At the end of the ten minutes the victims each obtain a saving throw (vs. spell) at -2. Those who fail it are temporarily insane and will walk away drooling. Their wits will return if a new saving throw is made (saves are allowed every ten minutes) or if a rational person can talk to them for ten minutes. While temporarily insane, victims are totally harmless, but also entirely useless.

### BUREAUCRATS EXPERIENCE TABLE

Experience points	Experience level	4-sided dice for accumulated hit points	Level title
0 — 1,150	1	1 + 2	Clerk
1,151 — 3,250	2	1 + 4	Supervisor
3,251 — 5,350	3	1 + 6	Manager
5,351 — 8,450	4	1 + 8	Chief
8,451 — 12,550	5	2 + 8	Obstructionist
12,551 — 18,650	6	2 + 10	Official
18,651 — 26,750	7	2 + 12	Bureaucrat
26,751 — 38,850	8	2 + 14	Authority
38,851 — 54,950	9	3 + 14	Commissioner
54,951 — 75,050	10	4 + 14	Board Member
75,051 +	11	5 + 14	Chairman

### BUREAUCRATS SPECIAL SKILLS TABLE

Level	Produce trance	Lose paperwork	Confuse	Captivate	Infuriate
1	15%	22%	10%	04%	20%
2	19%	26%	14%	08%	24%
3	24%	31%	19%	13%	29%
4	30%	37%	25%	19%	35%
5	37%	44%	32%	26%	42%
6	45%	52%	40%	34%	50%
7	54%	58%	49%	44%	60%
8	64%	61%	59%	55%	70%
9	73%	63%	69%	66%	77%
10	80%	64%	79%	77%	83%
11	85%	65%	89%	88%	90%

**Infuriate:** This attack can only be accomplished if the victim has fallen prey to any of the bureaucrat's other attack forms, i.e. been *entranced*, been *confused*, been *captivated*, or had his or her *papers lost*. Now the bureaucrat will explain that it wasn't his or her fault. The victim(s) then must save vs. spell or go into a rage for 1-20 rounds. This outburst usually takes the form of physical violence against the surroundings, as the victim(s) tries to wreck the bureau by throwing things, ripping up papers, and tipping over furniture. When the rage is over, the victim may find that the bureaucrat has summoned authorities to have him arrested. The friends of a victim will find that calming him can only be done over the course of 1-4 rounds of constant persuasion, after which the victim must save again, this time at -2.

### Other abilities and characteristics

Bureaucrats obtain a magic resistance to *charm* spells of 65% which they may apply prior to their normal saving throw.

A bureaucrat obtains experience points only from doing his or her job; that is, performing one of the five available special skills. The amount of experience gained for a successful act is equal to the bureaucrat's percentage chance of performing the skill. Thus, if a 7th level bureaucrat manages to *lose paperwork* on a project he is working on, he will obtain 58 experience points. Note that all "attacks" of the bureaucrat, explained hereafter, are purposeful with the exception of *lose paperwork*, which he or she does subconsciously. *Purposely* losing paperwork will cost a bureaucrat the applicable number of experience points.

A bureaucrat who takes a bribe can add the value of the bribe to his experience points, using one-tenth (rounded up) of the g.p. value of the bribe. The experience gain is limited in all cases to 100 points per bribe, so it literally doesn't pay to offer a bureaucrat a bribe of more than 1,000 g.p.

### Alignment alterations

Bureaucrats begin as lawfully aligned characters (20% lawful good, 20% lawful evil, 60% lawful neutral). With each promotion in level, all non-neutral bureaucrats must save vs. spell or change alignment. A bureaucrat of lawful good persuasion may become lawful neutral or neutral good; lawful neutral may become lawful good, lawful evil, or true neutral; lawful evil may become neutral evil or lawful neutral. Neutral evil and neutral good characters must revert back to lawful evil and lawful good, respectively, with the next level/alignment change. Bureaucrats who become true neutral will remain that way forever.

Former members of adventuring classes may become bureaucrats if they fit the ability score requirements and are of some lawful alignment when they become a bureaucrat. The former adventurer must not have progressed above 4th level, or he or she cannot then ever become a bureaucrat. A former adventurer may never wear armor as a bureaucrat, but may use any weapon allowed to the former class, and fights at a level equal to the highest level he or she attained in the former profession.

The chance for a bureaucrat to know the answer to a question in one of his fields is calculated as follows: The question is judged to be general, specific, or exacting (see pages 31-33 of the AD&D™ *Dungeon Masters Guide* for information on these terms). When giving the answer, consider the alignment of the bureaucrat before forming the answer and stating it.

The first area of knowledge rolled for a bureaucrat is his or her minor area of specialty. In this area, the chance to know a single answer is:

General information: 2% per level of the bureaucrat

Specific information: 1% per level

Exacting information: ½% per level (round down)

For example, a 7th level bureaucrat is asked a question about "monsters" in the locale (his minor field). If 1-14 is rolled, the information he can give in an answer is only general; if 15-21 is rolled, his knowledge is specific; and if 22-24 is rolled, his

### Unseasoned sage ability

Bureaucrats, because of the vast amount of information that passes by them daily, have some minor sage abilities in various areas of knowledge. Their information is rarely as specific or exacting as that of a real sage. Each bureaucrat will dabble in two of the following fields of knowledge, determined at random:

- 01-07 Specifics on any town business: income, taxes, prices, profit, etc.)
- 08-11 Specifics on any town proprietor: class and — if and only if class is known — possibly level, with a margin of error of two either way
- 12 Ownership of magic items in town: limit one item per person asking; 15% chance of having such knowledge about any specific item
- 13-15 Specifics on any other town bureau or board: inner workings, procedures, purpose, effectiveness, accomplishments, problems, etc.
- 16-17 Specifics on the town nobility, if any: begin with lowest level noble and move up, giving bureaucrat a 25% chance to know some valuable information; upon failing once, his knowledge ends. (A bureaucrat will know the names and titles of all nobles in his town.)
- 18-19 Specifics on town officials, mayor, aldermen, sheriff, etc.
- 20 Specifics on shady town occupants: assassins' guild, thieves' guild, bully gangs, protection rackets, press gangs, waterfront bars, etc.
- 21-23 Local heraldry
- 24-25 Signs and sigils
- 26 Cryptography
- 27-34 Demography of humans, demihumans, and humanoids in town
- 35-47 History of town or city
- 48-50 History of county or country
- 51-55 Legends and folklore of area
- 56-65 Local laws
- 66-74 Town customs
- 75-77 Genealogy of prominent citizens
- 78-80 Source of maps of town showing sewers, old construction, proposed construction, etc.
- 81 Maps of buildings in town — not necessarily depicting the interior, or all the rooms, of a structure
- 83-84 Information on "monsters" in the locale
- 85 Timetables for ships, barges, wagons, coaches, etc.
- 86-87 Knowledge of town tariffs, taxes and levies
- 88-90 Knowledge of local dialects and languages; the ability to translate them
- 91-95 Specific facts on local temples and their occupants
- 96 Information on local magic-users and illusionists
- 97-98 Information on rangers or paladins in the area
- 99-00 Knowledge, of one of the above sorts, of another town or city in the area; reroll on the list, disregarding results of 99-00, for the type of knowledge

answer will be wrong.

The second area of knowledge rolled for a bureaucrat is his or her major area. In this area, the chance of knowledge is:

General information: 5% per level of the bureaucrat

Specific information: 3% per level

Exacting information: 1% per level

The exact cost of information will depend on whether the bureaucrat knows something. However, any bureaucrat will need at least one gold piece per level just to "break the ice." General information will cost at least 1 g.p. per level, specific information 3 g.p. per level, and exacting information 6 g.p. per level of the bureaucrat. The upper limits are usually 5 g.p., 10 g.p., and 20 g.p. per level respectively for such information.

DMs note: Don't give away too much information if it is going to ruin some phase of play in town! You can overrule the result of a dice roll at any time!

# The chivalrous cavalier



Here is another installment of the new character classes promised for the expansion of the AD&D™ game system. The cavalier class, or sub-class of fighter, if you will, is predicated upon knighthood and chivalry. Because this is a fantasy game, and because every campaign certainly does not include feudalism and chivalry, the class contains changes from historical facts and legends. These changes, of course, are what makes the cavalier class compatible with the overall game system.

As usual, your comments are invited. Input is most desirable, for what appears here is the basis — not the final form — of the sub-class. As is also usual, it is unlikely that comments sent to us will receive a direct reply — there just isn't anyone on staff at this time to handle such work. While I am working to put together AD&D™ material, and Frank Mentzer is engaged in the revision and expansion of the D&D® game system, the Industrious Staff of TSR are seeking personnel to fulfill the needs of you, the Understanding Readers. Thus, we should soon have the wherewithal to respond properly to all correspondence. Meanwhile, suffer along and accept my general thanks to all of you. On to the business at hand!

## The Cavalier

The cavalier character is a sub-class of fighter. In order to become a cavalier, the character must be in service to some deity, noble, order, or special cause. The DM will determine if this requirement can be met and if it is properly met. Likewise, the cavalier must always place honor, bravery, and personal deeds in the forefront of his or her activity. The DM will always monitor the activity of a cavalier character to make certain that the role is properly played. The general "code" of chivalry which must be subscribed to by the cavalier is appended. The DM will modify and augment this code as he or she deems suitable for the circumstances of your particular campaign.

In general, the cavalier character must be of the correct social class, i.e. gentle or noble birth, or of the accepted aristocracy for candidacy to knighthood. This requirement usually means that the character must be of a knightly, noble, or royal family which has suitable financial means to support the training necessary for entrance to the class of cavalier. Your DM will determine this from information which he or she has on hand for the purpose.

Initially, the cavalier character must be of Good alignment, whether Lawful, Neutral, or Chaotic. Alignment change will not adversely affect a cavalier when it is gradual and reasoned. Change of alignment after 4th level is subject to all of the usual penalties, however.

The cavalier character must have minimum ability scores of 15 in strength, dexterity, and constitution, and 10 in intelligence and wisdom. No bonus to earned experience is ever applicable, regardless of attribute score totals.

As stated above, service is the paramount requirement for assumption of cavalier status. This service can be to a deity, state, order, or any master, particularly one of high station. After attaining knighthood, the cavalier can renounce former service, of course. At such point, the cavalier then champions a creed or cause, or is simply a rogue. In all cases, social status is likewise of paramount importance, and this must be main-

tained. The activity of the cavalier is such that it precludes any other profession other than that of paladin. The paladin-cavalier is detailed hereafter. Other than this exception, there can be no multi-classed cavalier or dual-classed cavalier.

The knightly profession of cavalier demands constant training and practice at arms and warfare. A portion of each day not spent adventuring must be spent in mounted arms drill and combat practice afoot.

Mounted combat is the especial forte of the cavalier class. When a human cavalier (but not an elfen or half-elfen one) is mounted, he or she makes all attacks at 1 level above his or her actual level of experience. This applies only to horses or other mounts which are listed as steeds for the class, or mounts of which the DM has approved.

Knowledge of horses, and other sorts of mounts as well, enables the cavalier to be able to estimate the relative worth of a steed. Thus, when a cavalier examines a mount, he or she can tell if it has low worth (one-third or fewer of the creature type's maximum possible hit points), average worth, or high worth (two-thirds or more of the maximum possible hit points). Any steed selected by a cavalier will have +2 hit points per hit die (up to the maximum number of points per die, of course). Other special abilities regarding steeds are covered under the *Horse-manship and Mounts* heading given hereafter.

Weapons of many sorts are known to the cavalier class. The selection of weapons, proficiency with them, and eventual specialization are all different from all of the other character classes. The lance must always be the first weapon of proficiency and then specialization. The weapons which a cavalier will use are listed below, and then a table of weapon proficiency and weapon specialization is given. Because personal bravery might be questioned if a cavalier fought at a distance, some orders might forbid the use of missile weapons such as the bow or crossbow. Naturally, elfen orders will not do so.

Weapons skill also enables the cavalier to *parry* more effectively than other sorts of fighters. Should a cavalier choose to parry rather than attack, all of the cavalier's "to hit" bonuses (from strength, specialization, magical sword, etc.) can be used to subtract from an attacker's "to hit" die roll(s). Of course, only one attacker can be so affected. However, the cavalier can also use his or her shield to parry attacks from a second opponent, reducing that opponent's "to hit" die roll(s) by -1 plus any magical bonuses of the shield, also expressed as a negative

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number. Thus, a +1 magic shield could be used to parry so that "to hit" die roll(s) from an attacker were reduced by -2. By weapon and shield parrying, a cavalier can seek to thwart the attacks of two opponents. If a third is also attacking, such attacks will then be made as if the cavalier had no shield, since that instrument is being employed in defensive parrying. If the cavalier performs one or two parries, he or she cannot also attack, even though he or she may otherwise be entitled to more than 1 attack per round.

The cavalier considers armor as much a badge of station as a protection. Thus, the cavalier character will always possess the very best and finest-quality armor he or she is able to own. Appearance is as important as function, so engraving, inlaying, and decoration will always be sought. Plate will be selected in preference to banded or splint, banded or splint in preference to chain mail, chain in preference to scale, and ring mail last of all. A cavalier will never wear leather or padded armor of any sort — such protection is for thieves and peasants! The above applies even in the case of magical armor, so +2 magic chain is certainly not acceptable to the cavalier if he or she can have banded or splint armor instead.

**Plate Armor:** A cavalier character from a landed family of gentle (knightly) or noble birth will always be suited in plate armor. Note that this is different from plate mail in that it does not require extensive use of chain mail, pieces of plate, and heavy padding. Thus, plate armor is of the same relative bulk and weight as chain mail. The wearer is able to move at a base rate of 9". All plate armor is carefully fitted to the individual, so not one suit of plate armor in a thousand will fit another person. The armor class of plate armor is either 2 or 1, depending on the quality of workmanship. For game purposes, the two sorts are distinguished from each other as Field Plate Armor (AC 2) and Plate Armor (AC 1). Because of the individual nature of this sort of protection, a suit of magical plate armor is never discovered. If a cavalier desires magical armor of this nature, he or she must have it specially constructed and enchanted. Such a process will require weeks of fitting, months of work at a forge by the most expert dwarven crafters, the finest mithral or adamantite-alloyed steel, and a year or more of magical enchanting. The cost of such work is certainly in excess of 100,000 gold pieces per each "plus" of enchantment, and such armor is very rare indeed.



#### CHARACTER RACE TABLE I.(A): CHARACTER CLASS LIMITATIONS

Character Class	Dwarven	Elven	Gnome	Half-Elven	Halfling	Half-Orc	Human
FIGHTER							
Cavalier	no	U	no	U	no	no	U

#### CHARACTER CLASSES TABLE I.(A): HIT DICE, SPELL ABILITY, AND CLASS LEVEL LIMIT

Character Class	Hit Die Type	Maximum Number of Hit Dice	Spell Ability	Class Level Limit
FIGHTER				
Cavalier	d10	10 <sup>1</sup>	no	none

<sup>1</sup>— Initial hit points for a 1st level cavalier range from 4-13 (generated either as d10+3 or 3d4+1), due to the necessity of having to attain the social status necessary for 1st level.

#### CHARACTER CLASS TABLE II.(A): ARMOR AND WEAPONS PERMITTED

Character Class	Armor	Shield	Weapons <sup>1</sup>	Oil	Poison
FIGHTER					
Cavalier	any <sup>2</sup>	any	any <sup>3</sup>	yes <sup>4</sup>	no <sup>5</sup>

<sup>1</sup>— This heading includes any magical weapons of the type named, unless use of such a weapon by the class in question is specifically prohibited in the description of the magic weapon.

<sup>2</sup>— However, padded or leather armor— including studded leather armor— is not acceptable to the class. The class also has access to plate armor, not otherwise available to any other type of character.

<sup>3</sup>— However, pole arms and missile weapons other than those listed as acceptable to the class are unacceptable and will never be used. Likewise, those weapons commonly associated with peasants will be shunned.

<sup>4</sup>— Personal use of oil is unacceptable, but its general employment by others and its use in siege craft are acceptable.

<sup>5</sup>— Poison use is deemed unchivalrous and relegated to Evil characters only.

**Improving Abilities:** The constant training and endurance of hardship which the cavalier undergoes hardens, strengthens, and toughens the character so that his or her ability scores in the major areas improve slowly with acquisition of experience. When the points for a cavalier's strength, dexterity, and constitution are recorded on the player character record sheet, a slash (/) must be made and a percentile dice score recorded after the number, just as is done for fighters with 18 strength. This is done even though the ability score might only be the minimal 15; the score will be shown as 15/xx, where xx is the percentile dice score. As the cavalier gains each additional level of professional experience, up to and including the 10th, he or she rolls two 10-sided dice (2d10) and adds the results together for a total of 2 to 20 points. This score is added to the number on the right of the slash, and if this number then exceeds 99, the number to the left of the slash is increased by 1, and the percentile remainder, if any, shown after the slash. Ability scores in strength, dexterity, and constitution (including female character strength) may rise as high as 18/00 through this method.

Example of increase in scores: A cavalier character has succeeded in attaining 2nd level and undergone the appropriate training. He or she then rolled 2d10 for each of the three attributes affected by level acquisition: strength, dexterity, and constitution. The numbers rolled were 03, 16, and 14. They were added to existing totals as follows: Str 17/92 becomes 17/95, Dex 16/29 becomes 16/45, and Con 15/88 becomes 16/02. Since 1 full point of constitution has been gained, an adjustment in hit points and system shock/resurrection percentages must be made.

**Saving Throws:** All of a cavalier's saving throws are made on the regular table for fighters. However, fear of any sort, magical or otherwise, will never affect a cavalier. Those of Good alignment radiate a protection from fear in a 1" radius, so that all allied creatures within this radius are also immune to the effects of fear. Similarly, spells or magical or magic-like phenomena which affect the mind are 90% unlikely to have any effect on a cavalier character. Thus, such powers as *beguilement*, *charm* (except that derived from comeliness), *domination*, *hold*, *hypnosis*, *magic jar*, *possession*, a psionic *mind blast*, *sleep*, *suggestion*, etc., are unlikely to have any effect, for the cavalier is first entitled to resist such powers with a 90% probability of success, and is then entitled to a saving throw, if applicable. Note that illusion spells which might affect the mind of the cavalier are not included in the above list, but the saving throw versus such spells is made at +2 by the cavalier.

**Damage:** The specific dedication of cavaliers of Good alignment is such that they are able to survive at negative hit-point totals, while cavaliers of Neutral or any Evil alignment (those whose alignment has changed for some reason) cannot do so. The maximum number of negative hit points allowable is equal to the number of hit points the cavalier had at 1st level, i.e. 4-13. Note that when a negative number of hit points is reached, the cavalier can no longer attack but must immediately rest, bind wounds, and seek healing. Normal healing of wounds is the same as for fighters, except that the cavalier of Good alignment receives a bonus of 1 to 4 hit points' worth of healing (roll d4) at the end of each full week of normal healing. This bonus is available only to dedicated cavaliers of Good alignment and can be obtained only after one full week of rest.

**Acceptable Background:** Because of the many possible social structures from campaign to campaign, hard and fast rules are not possible here. The family background of a cavalier character must be aristocratic, however, and if a feudal system prevails in the campaign, the cavalier *must* be from a family of gentle or noble (including royal) origin. Landless aristocrats (knights or nobles) are typically precluded from having a child immediately enter the cavalier class at 1st level, since they are unable to afford the training and equipment needed. Such

families (as well as lesser families being particularly honored) might, however, be allowed to have a child candidate enter the cavalier class as a 0 level *horseman* retainer of a knight, with 1 d4+1 (2-5) hit points and -1,500 experience points, work up to a 0 level *lancer* retainer with 2d4+1 (3-9) hit points, and eventually become a 1st level *armiger* retainer with 3d4+1 (4-13) hit points. (See the experience point table given hereafter.) Social station and position are always of utmost importance to the cavalier. Your DM will know how to adjudicate such questions, based on his or her campaign's social and cultural systems.

In all cases, elven and half-elven cavaliers *must* be of landed gentle (knightly) or noble birth. Furthermore, half-elves and elves *must* be high elves or gray elves, not any other derivation.

**Horsemanship and Mounts:** All cavaliers are virtually born and bred to the saddle. One is unlikely to be thrown from the saddle, or injured when his mount falls, and the base 85% probability against either occurring is reduced by 1% per level of the cavalier, i.e. 86% at 1st level, 87% at 2nd, etc. A cavalier will ride only a trained warhorse unless mounted travel is absolutely necessary and no such mount is available. At higher levels, the cavalier will also ride other sorts of steeds. Horsemanship abilities are as follows:

**3rd level:** At this level the cavalier can vault into the saddle of his or her mount with bulky armor and have the steed underway in 1 segment.

**5th level:** At this level the cavalier can urge his or her mount to greater speed than normal. The additional speed possible equals a 2" bonus to movement rate, and this can be sustained for up to 6 turns. The extra speed thus gained will have no ill effects upon the mount, although normal rest and feeding are always necessary.

**7th level:** At this level the cavalier is able to handle and ride a pegasus as a steed.

**9th level:** At this level the cavalier is able to handle and ride a hippogriff as a steed.

**11th level:** At this level the cavalier is able to handle and ride a griffon or similar creature as a steed.

In any case, a cavalier's mount will be friendly to and accept the cavalier as long as it is treated properly by the character. Of course, creatures of Good alignment will not allow any of Evil sort to come near in these cases, and vice versa.

**Special Note:** Female elven cavaliers are able to handle and ride unicorns as steeds at 4th level.

**Followers:** The cavalier will eventually attract followers. This occurs as his or her reputation and device become known and recognized. Cavaliers of Evil alignment will attract only that sort of follower, and likewise can have only certain sorts of henchmen. All of this will be handled appropriately by the DM. Neutral-aligned cavaliers will attract no followers.

**Evil Cavaliers:** If a cavalier elects to move his or her alignment to that of Evil, the various penalties given above always apply. Although the cavalier can then resort to poison use, the reputation and shield device of the Evil cavalier will become known. All cavaliers of Good alignment are duty-bound to attack and attempt to destroy cavaliers of Evil alignment.

**Hospitality:** A cavalier is entitled to full hospitality — food, lodging, and whatever else is needed (within reason under the circumstances) — from all other cavaliers of the same alignment. Of course, Evil-aligned cavaliers may freely ignore such obligation. Hospitality is likewise due from all gentle, noble, and royal households according to their ability, alignment, and relationships between various political divisions which might be concerned.

**Cavalier-Paladins:** The especially dedicated cavalier is, in fact, a cavalier-paladin. All of the rules and guidelines pertaining to the cavalier sub-class apply. Likewise, all the rules of the paladin sub-class apply except as follows: Six magic weapons



can be owned, spells are never gained, followers are attracted as with any cavalier. The cavalier-paladin must be of Lawful Good alignment and remain so.

### CAVALIERS (FIGHTERS) TABLE

Experience Points	10-sided Dice		
	Experience Level	Points	Level Title
(-1,500 — -501)	0	1d4+1	Horseman)
(-501 — -1)	0	2d4+1	Lancer)
0 — 2,500	1	1 +3 hp <sup>1</sup>	Armiger
2,501 — 5,000	2	2	Scutifer
5,001 — 10,000	3	3	Esquire
10,001 — 18,500	4	4	Knight Errant
18,501 — 37,000	5	5	Knight Bachelor
37,001 — 85,000	6	6	Knight
85,001 — 140,000	7	7	Grand Knight
140,001 — 220,000	8	8	Banneret
220,001 — 300,000	9	9	Chevalier
300,001 — 600,000	10	10	Cavalier
600,001 — 900,000	11	10+3	Cavalier, 11th
900,001 — 1,200,000	12	10+6	Cavalier, 12th <sup>2</sup>

<sup>1</sup> — If qualification for 1st level required progression through two 0-level grades, then hit dice for 1st level are 3d4+1, but in all other cases 1d10+3 applies.

<sup>2</sup> — 300,000 exp. pts. per level beyond the 12th. At 13th level and above, level title is Cavalier Commander.

### FIGHTERS et al & CAVALIERS ATTACKS PER MELEE ROUND TABLE

Level	Attacks per Melee Round <sup>1</sup>
Cavalier 1-5	1/1 or 3/2
Cavalier 6-10	3/2 or 2/1
Cavalier 11-15	2/1 or 5/4
Cavalier 16 & up	5/4 or 3/1

<sup>1</sup> — For all thrusting or striking weapons only. The first column is for any such weapon; the second column (after the word "or") shows the rate for weapons of such nature at which the user has gained *specialization*.

### CAVALIER ARCHER/CROSSBOWMAN SPECIALIST LEVEL TABLE

Level	Rate of Arrow Fire per Round	Rate of Bolt Fire per Round
1-5	—	3/2
6-10	3/1	2/1
11-15	4/1	5/4
16& up	5/1	3/1

### WEAPONS USABLE BY CAVALIERS

(in order of preference)

Weapon Type	Specialization Possibility
Lance	yes; mandatory
Sword, long	Yes
Sword, broad	yes; double possible (for humans only)
Mace, horseman's	yes; double possible
Sword, bastard	yes
Sword, two-handed	no
Axe, battle	yes
Flail, horseman's	yes
Pick, military, horseman's	yes
Dagger	Yes
Sword, short	yes
Scimitar (falchion, etc.)	yes; double possible
Bec de corbin	no
Halberd (pole axe)	no
Javelin	yes
Bow, elven short composite	yes (elves, ½-elves only)

*Note:* Missile weapons are least preferred by a cavalier, because they might call into question the personal bravery of the character. This applies only to human cavaliers. Characters of already proven personal courage are typically the only ones to specialize in the use of missile weapons.

### WEAPON PROFICIENCY AND SPECIALIZATION TABLE FOR CAVALIERS

Level of Cavalier	Number of Weapons of Proficiency	Additional Number of Weapons of Specialization
0 (-2)	1	0
0 (-1)	2 <sup>1</sup>	0
1st	3	0
2nd	3	1 (lance)
3rd	4	1
4th	4	2
5th	5	2
6th	5	3
7th	5	3
8th	6	4
9th	7	4
10th & up	7	5

<sup>1</sup> — The second weapon must always be a lance.

### Notes Regarding Weapon Specialization for Cavaliers:

*Normal Specialization:* Hand-hurled weapons, thrusting weapons, and striking weapons have normal specialization bonuses of +2 "to hit" and +1 damage. All regular rules apply,

and 1 proficiency number must be given up to bring a *double specialization* to the weapon type.

**Double Specialization:** Only certain weapons can be raised to the double specialization class, i.e. broad sword, horseman's mace, and scimitar. As stated, double specialization requires the use of 1 proficiency number, so the total number of proficient weapons will be reduced accordingly. Double specialization is possible for cavaliers only. Bonus "to hit" is +3 and damage bonus is +3. All specialization bonuses, as usual, are in addition to any others for dexterity, strength, mounted combat, spell effect, or magic-weapon usage.

**Archer Specialization:** Elven cavaliers with specialization in the bow can fire while mounted and still gain specialized rate of fire and "to hit" and damage bonuses. Since they also gain their bonuses for elven race, the base "to hit" addition is +3 and damage is +3 also. Half-elves can fire while mounted but gain no racial bonus. All other standard rules apply.

**Half-Elves Archer Specialization:** In order for half-elves cavaliers to specialize in the bow, they must give up 2 numbers in the proficiency category, so with archer specialization, the total number of proficiencies in weapons will be reduced by 2.

**Half-Elves and Human Crossbow Specialists:** In order for half-elves and humans to specialize in the crossbow, they must give up 1 number in the proficiency category, so with crossbow specialization, the total number of proficient weapons will be reduced by 1.

**Example of Specialization:** Let us assume that a half-elfen cavalier has advanced through the first 10 levels in his profession. The development of specialized weapon use and weapon proficiencies are shown by indicating in parentheses the level at which the specialization or proficiency was gained:

Proficient Weapons	Specialized Weapons
lance (1) <sup>1</sup>	lance (2)
sword, long (1) <sup>1</sup>	crossbow (4)
crossbow (1) <sup>1</sup>	mace (6) <sup>2</sup>
mace (2) <sup>1</sup>	mace x2 (8)
dagger (3)	sword, long (10)
sword, short (5)	
sword, broad (6)	
sword, bastard (7)	
axe, battle (9)	
bec de corbin (10)	

<sup>1</sup> — These weapon proficiencies are superseded by subsequent specialization in those weapons, so that they no longer count as weapons of proficiency. Because the half-elfen cavalier in this example has elected to specialize in the crossbow, the total number of weapon proficiencies available to the character at 10th level is reduced by 1, from 7 to 6. The "proficient weapons" for this character at 10th level are the dagger, short sword, broad sword, bastard sword, battle axe, and bec de corbin.

<sup>2</sup> — This specialization was superseded when the cavalier elected to take double specialization in the mace at 8th level. The total number of "specialized weapons" (counting the mace as 2) is 5, the maximum allowable for a cavalier of 10th level.

**Cavalier Lance Specialization:** The lance is the weapon of the cavalier sub-class, and it automatically becomes a prime weapon — first as a weapon of proficiency, then as a weapon of specialization at 2nd level. The specialization bonus is +2 "to hit." Damage bonus is +1 per level of the cavalier using the weapon, when mounted (plus charge bonus for lance, as applicable), or +1 when dismounted. The cavalier's mounted bonus "to hit" and damage also applies. When the lance is used by a dismounted cavalier, it is treated as a *pole*, *awl* with respect to all specifications except length, weight, and speed factor (all of which are those of the lance). The weapon is +2 "to hit" in such cases, but damage is as a pole +1.

For the sake of simplicity, no difference between a light and heavy lance is given. All lances considered here are of the heavy variety. Light lances are, in fact, equal to spears.

**Chivalry, Knighthood, and the Cavalier:** The cavalier must follow a code of conduct and ethics, akin to chivalry. Upon being sworn to knighthood, the cavalier must pledge himself or herself to this code. Failure to sustain the oath is not sufficient reason to revoke knighthood, unless the order or liege lord of the cavalier demands it. In this latter case, the cavalier becomes a fighter, but weapon specialization is not lost.

A cavalier must serve someone or some cause — normally a deity, greater noble, order of knighthood, or the like. Knighthood is normally not conferred prior to age 21. The virtues of a knight are these:

Liberality	Honor	Good Faith
Glory	Unselfishness	Pride
Courtesy	Bravery	

The code of chivalry is summed up as follows:

*Noble service willingly rendered.*  
*Defense of any charge unto death.*  
*Courage and enterprise in obedience to rule.*  
*Respect for all peers.*  
*Honor to all above your station.*  
*Military prowess exercised in service to your lord.*  
*Courtesy to all ladies.*  
*War is the flowering of chivalry.*  
*Battle is the test of manhood.*  
*Combat is glory.*  
*Personal glory above all in battle.*  
*Obedience and respect from all beneath your station.*  
*Scorn for those who are lowly and ignoble.*  
*Death to all who oppose the cause.*  
*Death before dishonor.*

Investiture of an esquire to knighthood must be done by a cavalier of two or more levels above the candidate, or by any noble. The ceremony can be a simple dubbing with a sword, or it can be a full ritual of fasting, vigil, investment, and celebration.





### INFORMATION FOR THE DUNGEON MASTER

**Combat Table:** Cavaliers use the table for fighters. Remember that when mounted, cavaliers attack at 1 level higher than their actual level of experience.

**Saving Throws:** Cavaliers save as fighters, with 90% immunity to mind-affecting spells other than illusions and +2 versus illusion spells. They are immune to *fear* and its effects.

**Training:** A cavalier must always be trained by a cavalier of at least 4th level, or one of 2 levels above his or her own, whichever is the higher. After attaining 6th level, however, cavaliers no longer need training of any formal sort; their normal regimen will suffice.

**Starting Money & Equipment:** The funds and equipment of the beginning character depend on his or her social class:

LMC: 20-80 gp, shield, sword (any), riding horse

MMC: 20-80 gp, shield, dagger, sword (broad or long), light warhorse

UMC: 20-80 gp, shield, chainmail, sword (broad or long), lance, light warhorse

LUC: 70-180 gp, shield, plate mail, dagger, sword (long or broad), lance, medium warhorse

MUC: 70-180 gp, shield, field plate armor, dagger, sword (long or broad), lance, heavy warhorse

UUC: 130-180 gp, shield, plate armor, dagger, sword (long or broad), mace, lance, heavy warhorse with leather barding

Horses are assumed to be complete with tack, harness, saddle, and saddlebags appropriate to the station of the cavalier.

**Followers:** Unlike other sorts of characters, cavaliers begin to attract followers at low level. These troops are men-at-arms of one sort or another. The type of followers attracted at each level is determined on the table in the DMG for fighters. The number of troop followers is shown below. Those lost are not replaced except by troops from succeeding levels. The cavalier must go to a locale where such men-at-arms are located in order for him or her to attract the followers. Although the followers do not demand wages or salary, they must be fed, cared for, and rewarded as suitable for the conditions.

The followers attracted are:

4th level: 1-4 men-at-arms, plus

5th level: 2-8 men-at-arms, plus

6th level: 3-12 men-at-arms, plus

7th level: 6-24 men-at-arms, plus

8th level: 12-48 men-at-arms, plus

9th level: 24-96 men-at-arms, plus

10th level: 48-192 men-at-arms, total

Neutral cavaliers will attract regular men-at-arms only in rare circumstances, such as when they champion a cause. For example, some neutral forest dwellers might be in conflict with a state which is ruled by Evil or Good rulers who wish to conquer the woods people. If the cavalier champions the cause of the woodland folk, he will attract numbers of their fighters (men-at-arms). They will not remain if he thereafter goes elsewhere.

Evil cavaliers will attract only bandits, brigands, and the like. They could actually attract orcs or hobgoblins if the circumstances allow. If monsters of 1+1 hit dice or greater strength are considered, reduce the total number accordingly, if the result will overcompensate for penalties.

**Leaders of Followers:** For every 20 troops which serve a cavalier there will be a fighter follower-leader of 5th level (see DMG under Followers, Fighters). For every 60 troops there will be a 6th level leader and a 3rd level lieutenant as well. These gains will be made as total men-at-arms reach appropriate totals. They will not be replaced if they are slain, although the cavalier can, of course, seek to recruit mercenaries to do so.

Special leaders for Evil cavaliers' troops will be of Evil alignment or greater power; i.e., a troll is about equal to a 5th level

fighter. There is also a 1% per level chance that an encountered intelligent monster of fewer hit dice and like alignment will become a follower of the Evil cavalier. Intelligent monsters of like alignment will be likely, at a chance of 5% per level of the Evil cavalier, to be disposed to cooperate with, or at least remain neutral to, the character if service is not considered.

Support and upkeep of followers of all sorts requires only food, lodging, and whatever else the cavalier can provide according to the circumstances of the cavalier. Of course, the cavalier should value all followers and provide for them to the very best of his or her ability.

**Henchmen:** The total number of henchmen possible for a cavalier character is 1 greater than the number shown on the charisma table, 3 greater if the cavalier is of Good alignment. The sorts of henchmen which a cavalier will (or can) accept (attract) are:

Good alignment	Neutral alignment	Evil alignment
clerics	druids	clerics
fighters	fighters	fighters
cavaliers	cavaliers	cavaliers
paladins	magic-users	magic-users
magic-users	thieves	thieves
bards	bards	assassins
jesters	jesters	jesters

**Retainers:** As soon as a cavalier of Good alignment reaches 4th level (Knight Errant), he or she must acquire at least 1 retainer. This can be an Armiger or a Scutifer (or both). At 5th level (Knight Bachelor), the cavalier must have both an Armiger and a Scutifer in service. At 6th level (Knight), an Esquire must be added to the staff of retainers. At 7th level (Grand Knight), a Horseman (herald), and a Lancer (guard) must be added to the staff. At 8th level, the Banneret must bring at least an additional mounted man-at-arms to his staff of retainers. All cavalier class retainers will serve for nothing more than care, upkeep, and training, as applicable. Gifts are always accepted, of course. Mounted men-at-arms (and other possible retainers) are dealt with in the DMG.

Only when a cavalier reaches 9th level and above can he or she willingly travel without a full complement of staff. At that level, the cavalier can travel alone, or with a horde, if he or she pleases. At lower level, the master of the cavalier can require that he or she travel sans retainers.

**Battle Flag:** The cavalier of 4th or higher level is entitled to fly a pennon from his or her lance. This must always be done on the battle field. A duplicate of this flag will be held by the Esquire, with Armiger and Scutifer, to mark the territory of the cavalier. If this marker is lost, dishonor accrues to the cavalier, and he or she must make every effort to regain the lost pennant.

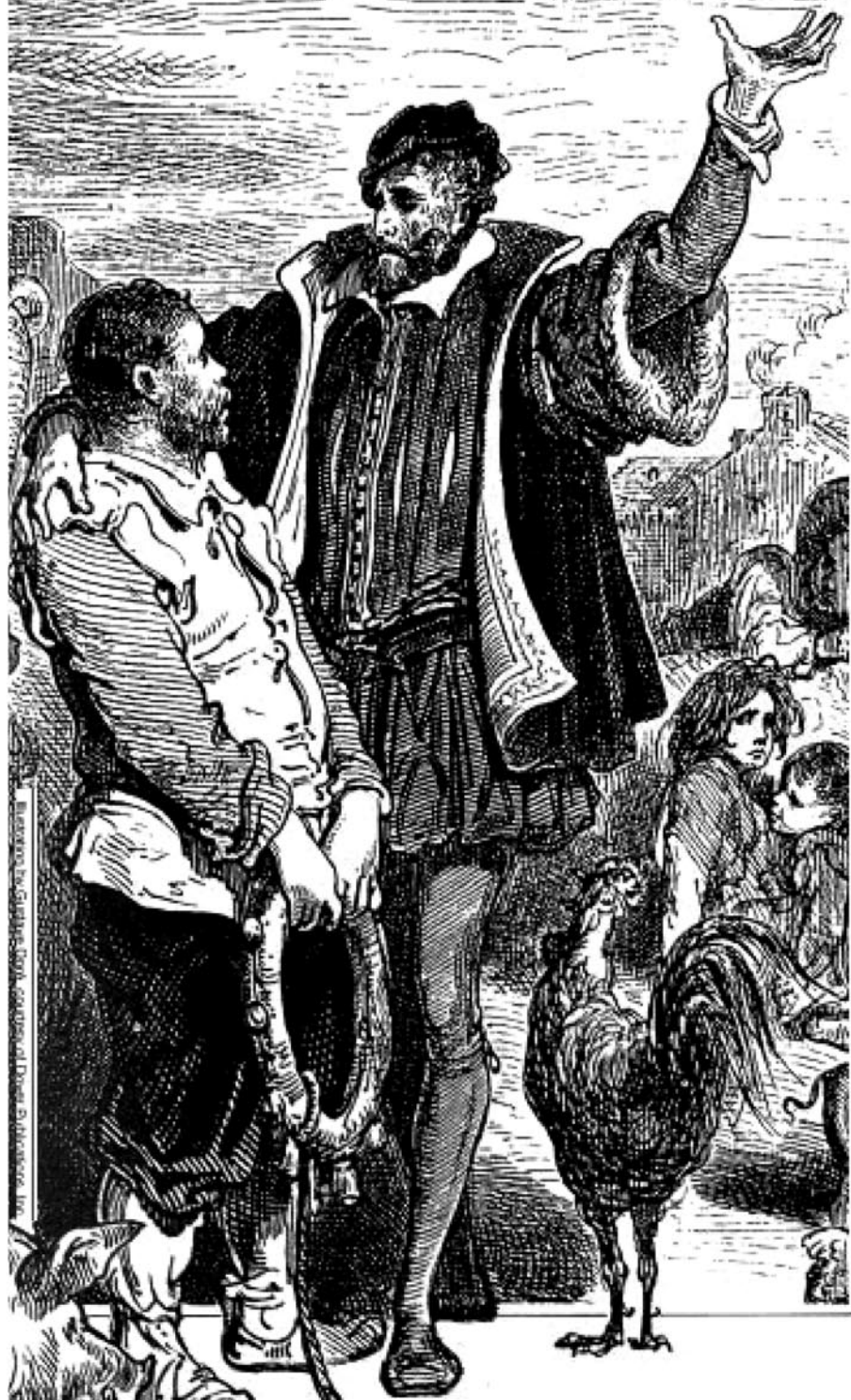
**Armorial Bearings:** The armorial bearings of a cavalier must always be displayed when he or she does battle. (In tournament or joust, status can be kept unknown by use of a solid cover to hide bearings — the "black knight," etc.). When traveling, the armorial bearings can be covered, but when an encounter occurs, the cavalier will always display the escutcheon to a possible opponent able to understand the meaning of the shield devices. If you are unable to assign proper armorial bearings, consult a book of heraldry.

**Obedience:** Cavaliers cannot be controlled in battle situations. They will charge to attack any enemy in sight, with the following order of preference:

1. powerful (mythical) monsters (dragons, demons, giants, etc.) or enemy leaders
2. opponent cavaliers of great renown
3. opponent cavalry of noble status
4. opponent cavalry
5. opponent elite footmen
6. opponent camp
7. opponent missile troops
8. levies or peasants

The cavalier's charge will be made at full speed, regardless of army cohesion, intervening friendly troops, or other such considerations.

# First Impressions are Deceiving



## *Beware of this magical thief — the charlatan!*

by David A. Bellis

Since the dawn of history, there has existed a class of people who try to cheat others by selling worthless products. These people are known as charlatans, and they exist even today. In an AD&D® game setting, charlatans sell fake medicines and potions, and cheat gullible people out of their hard-earned gold. The charlatan as an NPC character class is an interesting being who could wreak havoc on naive PCs.

### **Minimum ability scores**

In order to qualify for the charlatan subclass of thief, a character must have the minimum ability scores listed in Table 1. If the combination of intelligence and dexterity is 32 or above, 10% is added to the character's earned experience points.

### **Racial limitations**

Charlatans are able to cast magical spells of a limited sort. Since only humans, elves, half-elves, and gnomes have the ability to cast magical spells of any kind, only these races can qualify for the charlatan subclass. To find the maximum level attainable by race, add intelligence and dexterity scores, and consult the Table 2.

### **Combat**

Charlatans are weak in physical combat potential, having 1d4 + 1 HD per level. At 11th level and above, the charlatan gains one hp per level. Level advancement for charlatans is shown on Table 3.

Charlatans can only wear armor which can be concealed beneath their clothing (thus giving the charlatan the appearance of an unarmored magic-user). Acceptable armor types for this class are listed in Table 7. Weapons which a charlatan is allowed to use are also listed in Table 7. It should be noted that a charlatan will never openly carry a short sword or sap; such weapons are typically concealed in a wagon or cart.

### **Spell-casting**

Charlatans have limited magical power, being able to cast only certain cantrips. Although they eventually gain a great number of these cantrips, they never have offensive or defensive spell capability of any real power. Charlatans employ their cantrips craftily, in a manner that makes the spells appear to be mighty works of spell-casting. Remember that, to most uneducated NPCs (and many PCs), *any* magic will appear to be great magic.

Charlatans are able to cast the following cantrips:

Useful: *dampen*, *exterminate*, and *sprout*.  
Reversed: *hairy* and *wilt*.

Legerdemain: *change*, *distract*, *hide*, *mute*, *palm*, and *present*.

Person-affecting: *belch*, *blink*, *cough*, *nod*, *scratch*, *sneeze*, *twitch*, and *wink*.

Personal: *bluelight*, *firefinger*, *smokepuff*, and *tweak*.

Haunting-sound: *groan*, *moan*, *rattle*, *tap*, and *whistle*.

Illusion: *colored lights*, *haze*, *rainbow*, and *two-d'lusion*

Charlatans memorize their spells quickly, having merely to glance at their spell books for one round to memorize a single cantrip. Low-level spells can be added to the list of usable spells at the DM's discretion keeping in mind that charlatans are not powerful spell-casters.

Charlatans often use their cantrips to create an undesirable effect in a possible customer. Such spell usage would include belch, cough, sneeze, hairy and so forth. After afflicting a person with a cantrip, the charlatan gives him a sample of one of his potions, which "cures" the affliction. Since the cantrips' effects are short-lived, it will appear as if the potion has cured the affliction. Few would then doubt the charlatan's claims as a master potion-maker and magician.

Another favorite trick employed by (charlatans involves the use of haunting-sound cantrips to temporarily haunt a house. The charlatan then enters the house, mumbles some vague words while swinging his hands around, and removes the "spirits" from the premises. In general, charlatans are very creative in using their cantrips and often employ them to attract attention to their "great powers." After such a performance as this, how could anyone resist buying the magical items the charlatan is selling?

Charlatans have four standard thief abilities: picking pockets, moving silently, hiding in shadows, and reading languages (which eventually allows the charlatan to *read magic*). See the *Players Handbook*, p. 27, for descriptions of these abilities.

Charlatans also can mix "potions." Most of the time, these potions (or oils, salves, rubs, etc.) delude the imbiber into believing that the potion has created the effect promised. This minor delusion lasts for 1-4 turns per level of the charlatan. The charlatan can, however, attempt to create potions that actually do have the desired effect. These potions can actually be magical potions or merely a mixture of non-magical ingredients which create the desired effect. The chance for success in creating real potions is one-fifth the base chance for mixing potions (rounding down). In one day, a charlatan can create three trick potions. Real potions can be mixed in one day, but can only be mixed once a week, due to the amount of research necessary.

A charlatan can also mix poisons at half the base chance for mixing potions (again, rounding down). Charlatan poisons are never directly fatal — they merely cause sickness, sleep, pain, etc. These poisons have durations lasting from 1-2 hours per level of the charlatan. One or two doses of each can be made in a day. Each dose is capable of affecting 1-6 people. A charlatan will often poison a whole town, then rush in selling the cure. The cure may be a real one or merely a minor delusion.

The ability to create pyrotechnics is available to all charlatans. This ability is not magical; rather, the effects are caused by throwing powders or liquids onto a fire source. The effects are similar to those associated with the spells *affect normal fires* and *pyrotechnics*. The effects of these powders or liquids occur instantaneously. Duration, range, and so forth should be determined by the DM, based on the fire source and amount of substance used to create the effect.

Since charlatans often sell magical or alchemical substances, they can approximate the values of these substances accurately. Given 1-4 rounds for examination, a charlatan can guess the price within a 10% deviation above or below the actual price a mage or alchemist would pay for such items.

Convincing disguises can be created by a charlatan of 5th level or higher. This ability is necessary to the class, as a charlatan often visits towns where his face may be recognized by angry citizens. This ability is similar to the assassin's ability of disguise mentioned on page 29 of the *Players Handbook*.

At 10th level, charlatans may gain followers. These followers number 4-16, and include fighters, thieves, charlatans, and apprentice magic-users.

Also at 10th level, charlatans gain their greatest ability — that of beguilement. With this ability, the charlatan emanates a minor form of empathy as he speaks. Any intelligent creature within hearing distance regards the charlatan as a trusted friend and a respected mage. People thus beguiled will buy as much as they can afford from the charlatan. This ability is usable once a day and lasts for one round per level of the charlatan minus 1d4 rounds. After this amount of time, people apathetically drift away from the charlatan. Characters are allowed to make a 1d20 roll against their wisdom as a saving throw against beguilement, with a +2 modifier added to the die roll. If the modified number is equal to or less than the character's wisdom, the effects of beguilement are avoided.

#### Explanations of special abilities

A. The charlatan has the non-magical ability to create pyrotechnics with effects similar to the magic-user spells *affect normal fires* and *pyrotechnics*.

B. The charlatan can approximate the values of magical and alchemical substances.

C. Disguises can be donned by a charlatan of 5th level or higher. Disguises can lower height by 1-2" or raise it by 3-4". Disguises can also make the charlatan appear to be almost any race, any class, or as either sex. Chance of discovering the charlatan's disguise is the same as for the assassin's disguise ability.

D. The charlatan can decipher magical writings as a thief of 10th level. Scrolls with magic-user or illusionist spells of third level or less can be read, although a 25% chance of miscasting the spell exists if the charlatan attempts to cast them.

E. At this level, the charlatan gains the power of beguilement.

#### Followers

Charlatans gain 4-16 followers at 10th level. These followers come in four groups of 1d4 members each. Roll percentile dice on Table 5 to determine the class and level of each group. In determining the race of these followers, roll 1d8 and add the following modifiers: if the charlatan is a gnome, -2; elf, -1; human +1. Cross-reference the modified number on Table 6 to determine the race of these groups.

#### Status

All charlatans are cheats and tricksters. They are never of a lawful alignment, are rarely good, and are usually highly chaotic. Charlatans are always from a lower social class, though they are hardly ever from one of the lowest classes.

Charlatans vary in personality and mannerisms, except for one common aspect: They are all great cowards. Charlatans intimidate weaker characters and talk tough, but if forced to back up their claims, they try to stall, run away, or talk their way out of trouble.

#### Disadvantages

Charlatans constantly have to deal with constables and dissatisfied customers. They are always in danger of getting the stuffings beat out of them by angry citizens. Whenever a charlatan fails to succeed in making a potion (note that the charlatan always believes he has succeeded in creating the desired potion), the user immediately becomes aware of the charlatan's true profession, becoming enraged 85% of the time.

Additionally, any magic-user has a chance to identify charlatans for what they truly are. This ability (which requires one turn of observation) is equal to the intelligence score of the magic-user plus the magic-user's level, times two (i.e., 2 x (intelligence + level)).

#### Miscellaneous

In all aspects not mentioned above, charlatans behave as thieves. This includes, but is not limited to, saving throws, combat tables, and magical items usable. Miscellaneous information showing various charlatan characteristics is listed on Table 7.

Table 1  
Minimum Ability Scores

Ability	Min. score
Strength	—
Intelligence	12
Wisdom	9
Dexterity	13
Constitution	—
Charisma	14

Table 2  
Level Limitations by Race

Combined int. & dex.	Racial type				
	Gnome	Elf	Half-elf	Human	
25-28	5	5	7	U	
29-30	5	7	10	U	
31-34	7	10	U	U	
35-36	10	13	U	U	
37 and up	U	U	U	U	

U indicates level advancement is unlimited up to the class level limit of 15th level.

Table 3  
Experience Levels and Hit Dice

Experience points	Level	Hit dice (1d4)	Level title *
0-1,700	1	1 + 1	Apprentice
1,701-3,400	2	2 + 2	Hoaxer
3,4001-6,800	3	3 + 3	Cheat
6,801-13,500	4	4 + 4	Con man
13,501-28,000	5	5 + 5	Defrauder
28,001-58,000	6	6 + 6	Deluder
58,001-95,500	7	7 + 7	Deceiver
95,501-150,000	8	8 + 8	Sharper
150,001-205,500	9	9 + 9	Grifter
205,501-300,000	10	10 + 10	Swindler
300,001-525,000	11	10 + 11	Quack
525,001-750,000	12	10 + 12	Charlatan
750,001-975,000	13	10 + 13	Master Charlatan
975,001-1,200,000	14	10 + 14	Grand Charlatan
1,200,001 and up	15	10 + 15	Grand Master Charlatan

\* Charlatans often use the level title appropriate to the level title of a magic-user one: to two levels higher than the charlatan. They only reveal their true title to those who know they are charlatans.

Table 5  
Class and Level of Followers  
Die roll Level and class \*

01-10	1st-level fighters (1d4)
11-20	1st-level thieves (1d4)
21-30	1st-level assassins (1d4)
31-40	1st-level charlatans (1d4)
41-45	1st-level magic-users (1d4)
46-50	1st-level illusionists (1d4)
51-60	2nd-level fighters (1d4)
61-70	2nd-level thieves (1d4)
71-80	2nd-level charlatans (1d4)
81-90	3rd-level charlatans (1d4)
91-95	4th-level charlatans (1d4)
96-00	Extra 1-2 followers, plus two more rolls

\* For each group of four fighter followers, a leader of 4th-level fighting ability is also gained as a follower.

Level	Cantrips usable	Pick pockets	Move silently	Hide in shadows	Read languages	Potion mixing*	Special abilities
1	3	40%	10%	10%	—	46%	A,B
2	4	45%	15%	15%	—	50%	—
3	5	50%	21%	20%	—	53%	—
4	7	55%	27%	25%	20%	56%	—
5	8	60%	33%	31%	25%	59%	C
6	9	65%	40%	37%	30%	62%	—
7	11	70%	47%	43%	35%	65%	—
8	12	80%	55%	49%	40%	69%	D
9	13	90%	62%	56%	45%	73%	—
10	15	100%	70%	63%	50%	77%	E
11	17	105%	78%	70%	55%	81%	—
12	19	110%	86%	77%	60%	85%	—
13	21	115%	94%	85%	65%	90%	—
14	23	120%	97%	93%	70%	95%	—
15	25	125%	99%	99%	75%	99%	—

\* Base chance for trick potions. The chance to create real potions is one-fifth of the base; the percentage chance to create non-lethal poisons is one-half the base chance (round down in both cases).

Table 6  
Race of Followers

Die roll	Race
1	Gnome
2-3	Elf
4-5	Half-elf
6-7	Human
8	Other (DM's discretion)

Table 7  
Combined Information

Racial stock: gnome, elf, half-elf, and human.  
Hit dice: 4 + 1.  
Spell capability: limited to cantrips.  
Class level limit: 15th (Grand Master Charlatan).  
Armor permissible: leather and elfin chainmail.  
Shield: none.

Weapons allowable: dagger, knife, dart, sap, sling, staff, short sword, and garrote.  
Flaming oil allowable: yes.  
Poison allowable: only self-manufactured poisons (used by neutral or evil NPCs).  
Weapon proficiency:  
Initial number of weapons: 2.  
Non-proficiency penalty: - 3.  
Added proficiencies/level: 1/4.  
Alignment: any nonlawful.

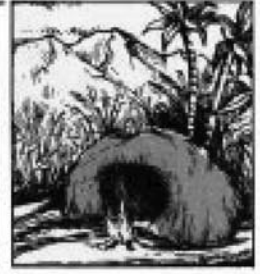




# LEOMOND'S TINY ADVENTURE

## The cloistered cleric

by Lenard Lakofka



### Author's Introduction

"Beefing up the Cleric" in issue #58 of DRAGON™ Magazine was the first installment in this column in a discussion of the cleric in the AD&D™ system. This second installment, brought about by much urging and assistance from Brad Nystul, will discuss the non-adventuring cleric. This material is not an official addition to the AD&D rules.

### The non-adventuring cleric

The regular cleric, according to the AD&D rules, must have the following statistics: strength in a range of 6 to 18, intelligence 6 to 18, dexterity 3 to 18, constitution 6 to 18, charisma 6 to 18, and wisdom 9 to 18. (Half-elf clerics must have a wisdom of at least 13; it might be extrapolated that other demi-human clerics also must have a minimum wisdom of 13, though half-orcs, since their maximum wisdom is 14, might have their minimum lowered — say, to 11.) If the cleric is not a human, his or her ability-score minimums and maximums must also be in accordance with the limits for that race.

However, one wonders if non-player characters must meet all the same requirements, especially with regard to the minimum scores necessary to be a cleric — and, if they are allowed variation, how they might be "balanced" to retain some advantage for characters who do meet all the regular requirements.

The AD&D game models its cleric after the medieval fighter-cleric, à la Templar or Hospitlar. Yet we are all aware that all clerics, then and now, do not meet that standard. The AD&D game does not take into account scholarly (sometimes called cloistered) clerics, or brothers who are not ordained but have some clerical functions. I would like to fill in those two gaps and allow for regular clerics, as non-player characters, who do not meet the ability-score minimums for player character clerics.

The easiest group to rule on is those clerics who do not meet the required minimums in strength, intelligence, dexterity (for non-humans), constitution or charisma — the minimum wisdom score must be kept at 9. If the cleric has a low strength, dexterity or constitution (less than 6), he or she will be at a great disadvantage in melee: the character will be -1 (or worse) "to hit" or to damage, +1 (or more) on defensive adjustment, and/or -1 (or worse) on hit point adjustment. The way to limit such a cleric is to say that if either strength or dexterity is less than 6, he or she cannot wield all the weapons permitted to the class. Such a cleric could use a club, hammer, horseman's mace, and staff only. The flail is either too difficult to maneuver or too heavy; the footman's mace is too heavy. If strength is less than 6, the hammer can be wielded but not thrown. If both strength and dexterity are less than 6, the character will fight as a first-level cleric forever — no matter how many levels he or she might gain in the future.

Non-player character clerics with constitutions of 6 or lower will tire easily in melee, so that after some number of rounds they will be -1 "to hit" regardless of strength and/or dexterity. That number of rounds would be determined by rolling d6 and adding it to a base number: 4 rounds for a constitution of 6; 3 rounds for a constitution of 5; 1 round for a constitution of 4; and 0 rounds (use the d6 roll only) for a constitution of 3. Such non-player clerics might be encountered by a party but they will usually be part of a local clerical establishment (abbey, monastery, temple, etc.), or perhaps part of a pilgrimage. They would not appear as simple "random monsters," nor would they

ever be found as humanoid shamans. Such non-combatant clerics, who have full spell ability and other clerical powers, would likely never rise above the level of Patriarch (8th).

### Cloistered clerics

We cannot call these characters "monks" in the AD&D game, though that term would be most applicable if we are using Europe as a model for this type of cleric. The cloistered cleric (let's call him or her a friar) will be apart from the outside world in a monastery, abbey, or other such structure. Some select friars will be allowed to greet and talk to those who might visit the monastery. The other friars might not be allowed contact with the outside world and might be under vows of silence as well. (They may only speak during church 'services, in emergencies, and to convey necessary information.)

The majority (85%) of cloistered clerics will have large libraries of from 100 to 10,000 books, manuscripts, and scrolls. Cloistered clerics of at least 9th level with wisdom and intelligence scores of at least 13 and 15, respectively, and who have a library of at least 5,000 items, will have the abilities of a minor sage. They will have sage ability in one Major Field and one Minor Field only, and no other supporting knowledge whatsoever. Their percentage chances to know the answer to a question are as follows:

	General	Specific	Exacting
In minor field	36%-47% (35+d12)	21%-28% (20+d8)	9%-14% (8+d6)
In major field	51%-70% (50+d20)	35%-46% (34+d12)	16%-25% (15+d10)

Such a cloistered cleric/sage will expect and demand a liberal contribution to the abbey (church, etc.) of not less than 1,000 g.p. for general information, 2,000 g.p. for specific information, and 3,500 g.p. for exacting information. There is no fee if the cloistered cleric/sage does not know the answer to a question.

Cloistered clerics will have the following statistics: Strength, 3-18 (roll 3d6); Intelligence, 6-18 (roll 4d4+2); Wisdom, 9-18 (d10+8); Dexterity, 3-18 (3d6); Constitution, 3-18 (3d6); Charisma, 3-18 (3d6).

Cloistered clerics fight as magic-users, and are allowed the use of the footman's mace, the hammer, the club, and the quarter staff only. They gain only one new weapon, that at 9th level. They do not wear armor or use a shield but are allowed *rings of protection*, *cloaks of protection*, and *bracers of defense*. Their chance of owning such a protection device is 15% per level, as is their chance of owning a magic weapon. They are allowed to use any written item allowed to a cleric or a magic-user, except for those items which would grant them levels of experience. They may employ potions allowed to clerics or magic-users (or to all classes) as well as any magic ring. They may use no rods, staves, or wand except a *rod of cancellation*, a *rod of resurrection*, a *staff of curing*, and wands of *enemy detection*, *fear*, *illumination*, and *negation*.

Cloistered clerics use four-sided dice for accumulated hit points. They make their saving throws as clerics, but at -2 in all cases.

They are usually (50%) lawful but might be neutral (35%) or chaotic (15%). They can be either good (40%), neutral (35%), or evil (15%) as well.

Cloistered clerics are almost always human, but on occasion a half-orc or half-elf might be found in their number. Cloistered

## NPC CLASSES, CLOISTERED CLERIC

clerics have no effect upon undead.

Their possible eventual level is strongly tied to their wisdom and intelligence scores. Experience-point ranges are not given for them, since they are always non-player characters.

### Cloistered clerics table

Experience level	Min. Int.	Min. Wis.	cl-sided dice for accumulated hit points	Level title
1	6	9	1	Novice
2	8	9	2	Ostiary
3	6	9	3	Brother
4	8	11	4	Father
5	8	11	5	Padre
6	10	13	6	Chaplain
7	11	14	7	Subdean
8	12	15	8	Dean
9	12	15	8+1	Prior or Abbot
10	13	16	8+2	Father Superior
11	14	17	8+3	Archimandrite

### 3rd level

Ceremony (Special Vows)<sup>1</sup>  
*Create Food & Water*  
*Cure Blindness*<sup>3</sup>  
*Cure Disease*<sup>3</sup>  
 Detect Curse<sup>2 3</sup>  
*Dispel Magic*  
 Enthral<sup>1</sup>  
*Glyph of Warding* (paralysis)  
*Hold Person*  
*Locate Object*  
*Prayer*  
*Remove Curse*  
*Remove Paralysis*  
*Speak with Dead*  
 Dismiss Undead<sup>2 3</sup>

### 4th level

Ceremony (Consecrate<sup>1</sup> or Desecrate<sup>2</sup> Ground)  
*Continual Light*  
*Detect Lie*<sup>3</sup>  
*Exorcise*  
*Neutralize Poison*<sup>3</sup>  
*Protection from Evil* 10' radius  
*Speak with Plants*  
 Scroll<sup>2</sup>  
*Tongues*  
 Ward, minor<sup>2</sup>

### 5th level

*Atonement*  
*Commune*  
*Cure Critical Wounds*  
*Dispel Evil*  
*Quest*  
*Raise Dead*<sup>3</sup>  
*True Seeing*  
 Ward, major<sup>2</sup>

### 6th level

Communicate<sup>2</sup>  
*Heal*<sup>3</sup>  
*Stone Tell*  
*Word of Recall*

### Spells usable by class and level — cloistered clerics

Cleric level	1	2	3	4	5	6
1	—	—	—	—	—	—
2	1	—	—	—	—	—
3	2	1	—	—	—	—
4	3	2	1	—	—	—
5	4	3	2	—	—	—
6	4	3	3	1	—	—
7	4	4	3	2	—	—
8	4	4	4	3	1	—
9	4	4	4	4	2	—
10	4	4	4	4	3	—
11	4	4	4	4	4	1

**Note:** Cloistered clerics do not gain bonus spells for high wisdom.

### Spell list for cloistered clerics

Note: Spells printed in italic type are from the AD&D Players Handbook. Those marked "1" were described in the *Leomund's Tiny Hut* column in DRAGON #56. Those marked "2" are new spells devised for cloistered clerics and are described in the following text.

Those marked "3" are reversible spells, but the reverse of the given spell is not allowed to lawful good cloistered clerics; likewise, it is 70% unlikely that a neutral good character will have the reverse spell, and 40% unlikely that a chaotic good cleric will have the reverse. Those spells containing the word "evil" can be reversed to either form by lawful neutral or chaotic neutral clerics.

#### 1st level

*Bless*<sup>3</sup>  
 Ceremony (Burial)<sup>1</sup>  
 Ceremony (Coming of Age)<sup>1</sup>  
*Create Water*  
 Combine<sup>1</sup>  
*Cure Light Wounds*<sup>3</sup>  
*Detect Evil*  
*Detect Magic*  
 Hand Fire<sup>2</sup>  
 Magical Vestment<sup>1</sup>  
*Protection from Evil*  
*Purify Food & Drink*  
*Remove Fear*<sup>3</sup>  
 Sanctuary  
 Scribe<sup>2</sup>

#### 2nd level

*Augury*  
 Ceremony (Dedication)<sup>1</sup>  
 Ceremony (Investiture)<sup>1</sup>  
 Ceremony (Consecrate Item)<sup>2</sup>  
 Ceremony (Bless Newborn)<sup>2</sup>  
*Chant*  
 Death Prayer<sup>1</sup>  
*Detect Charm*  
 Detect Life<sup>2</sup>  
 Holy Symbol<sup>1</sup>  
*Know Alignment*  
*Light*  
*Slow Poison*  
*Speak with Animals*  
 Translate<sup>2</sup>

### New spell explanations

#### Hand Fire (Alteration)

Level: 1  
 Range: 0  
 Duration: *Special*  
 Area of Effect: *Cleric's hand*

Components: V, S  
 Casting Time: 1 segment  
 Saving Throw: None

*Explanation/Description:* This spell allows the cleric, by turning his cupped hand upward and saying a command word, to produce a cold flame that casts the equivalent of torch light. The *hand fire* will remain lighted until the cleric casts any other spell or until he or she uses his or her hand to perform some other function. The fire is non-harmful and will not ignite any combustible materials, even oil. It cannot be blown out, but magical darkness will dispel it instantly.

#### Scribe (Alteration)

Level: 1  
 Range: *Touch*  
 Duration: *Permanent*  
 Area of Effect: *Variable*

Components: V, S, M  
 Casting time: 1 round  
 Saving throw: None

*Explanation/Description:* Via this spell, the cleric's handwriting, if it happens to be poor, is greatly enhanced. Furthermore, he or she can write twice as rapidly as normal and still produce high-quality copying of a text or map. The *scribe* spell can be used when writing down the text of magical scrolls. It further decreases the chance of error by 25% in the copying of any and all text. The *scribe* spell will stay in effect as long as the cleric continues to copy or compose a text, with a limit of eight hours of such writing in any case. Any interruption of the copying will ruin the spell from that point forward. The material components are ink, quill and parchment (book or scroll) and perhaps that which is being copied. Note: Magical scrolls cannot be copied or composed by any cleric below 7th level.

#### Ceremony (Bless Newborn) (Abjuration)

Level: 2  
 Range: *Touch*  
 Duration: *Six months*  
 Area of effect: *One infant*

Components: V, S, M  
 Casting time: 1 turn  
 Saving Throw: None

**Explanation/Description:** This spell is used to protect a newborn (within 14 days) infant from possession and other ill effects that might befall him or her. Such a protected infant gains a saving throw bonus of +2 from any type of possession. Further, he or she is under the effect of a half-strength *resist fire* and *resist cold* spell for the full six-month spell duration. The ceremony of blessing the newborn has no effect upon infants older than two weeks of age. (Note: usual cost is 2-5 g.p.)

### Translate (Alteration)

Level: 2  
Range: Self  
Duration: 3 turns/level  
Area of Effect: One text or scroll

Components: V, S, M  
Casting Time: 1 round  
Saving Throw: None

**Explanation/Description:** This spell allows the cleric to read texts (scrolls, maps) written in a foreign or alignment language (including thieves' cant). It does not allow the reading of magic or the deciphering of some coded message. The spell can be used in conjunction with a *scribe* spell (see foregoing) if the translation is to be written down. Any scroll containing a spell or recipe for a potion or powder cannot be *translated*.

### Detect Curse (Divination)

Level: 3  
Range: Touch  
Duration: Permanent  
Area of Effect: One item

Components: V, S  
Casting time: 6 rounds  
Saving throw: Neg.

**Explanation/Description:** Via this spell the cleric can tell whether an item is cursed, if the item fails a saving throw allowed to it. The suspect item must be touched by the cleric and, in some cases, this might release the curse effect. Cursed scrolls must be opened, but not read, for the spell to have an effect. Artifacts will not answer to this spell in any case. The basic saving throw allowed to an item is 13, though very powerful cursed items will have a saving throw as low as 5 (the DM must decide the appropriate saving throw on an item-by-item basis). This spell cannot detect charms; it can detect curses on persons, though the person is allowed a normal saving throw versus magic. Casting of this spell will affect the cleric so strongly that he or she cannot cast any other spells whatsoever for four hours after this casting, though spells already prayed for are not lost from memory.

### Dismiss Undead (Abjuration)

Level: 3  
Range: 6"  
Duration: 3-12 rounds  
Area of Effect: 6" long cone, 2" diam. at base

Components: V, S, M  
Casting Time: 2 segments  
Saving Throw: Special

**Explanation/Description:** By the casting of this spell, a cloistered cleric can temporarily gain the ability to possibly turn undead or command it/them into service. For purposes of determining success or failure of the turning/commanding attempt while the spell is in effect, the level of the cloistered cleric will be that of an adventurer-cleric minus four levels. Thus, a 7th level cloistered cleric would turn undead as a 3rd level adventurer-cleric. Undead can be commanded to service by evil cloistered clerics. Neutral cloistered clerics can only turn (not command) the undead.

### Ceremony (Desecrate Ground) (Abjuration)

Level: 4  
Range: 3"  
Duration: Permanent  
Area of Effect: One building, graveyard, etc.

Components: V, S, M  
Casting time: 1 hour  
Saving Throw: None

**Explanation/Description:** This spell is the reverse of *cere-*mony (*consecrate ground*), which was described in DRAGON issue #58. It may be used by a cleric of any alignment versus a building or area of ground representing an opposing alignment. For a building (generally a church or other cleric-oriented edifice) to be desecrated, the altar inside must be covered with holy or unholy water, manure, etc., while the casting of the *ceremony (desecrate ground)* is in progress. A *desecrated* building is 1% likely per year to collapse; this chance is *not* cumulative. Roll at the end of each year of *desecration* to see if the structure collapses. A *desecrated* building can be *consecrated* at a later time by application of the unreversed form of this spell.

If an area of ground (such as a graveyard) is the object of the spell, it is necessary to know if the ground was *consecrated* in the first place. *Desecrate ground* will only remove the *consecration* if one was in effect. A second, subsequent *desecration* has no effect. The area can be *reconsecrated*. A graveyard that has never been *consecrated* is more likely to have its graves yield lesser undead. If the spell *animate dead* is cast in such a graveyard, one extra skeleton or zombie will rise from the graveyard. Further, any attempt to turn undead in an unconsecrated graveyard (if and only if the undead come from these graves) will be as if the cleric were two levels lower than he or she actually is.

### Scroll (Alteration)

Level: 4  
Range: Touch  
Duration: Permanent  
Area of Effect: One scroll

Components: V, S, M  
Casting Time: 1 hour  
Saving Throw: Special

**Explanation/Description:** Via this spell, the cleric can compose a magical scroll of a spell he or she knows with a 40% smaller chance of error (see DMG, page 118). The *scroll* spell cannot be used in combination with a *scribe* spell (q.v.). Alternatively, the *scroll* spell can make the cleric write the scroll faster (double normal speed), but then the reduction in the chance for an error is canceled.

### Ward, minor (Abjuration)

Level: 4  
Range: Touch  
Duration: Until broken  
Area of Effect: Hemisphere of 15' radius

Components: V, S, M  
Casting time: 3 rounds  
Saving Throw: Special

**Explanation/Description:** Via this spell, the cleric brings into being a special barrier of force. It cannot be physically broken through by a physical attack of any sort, including the use of powerful weapons like a *vorpal blade*. The *minor ward*, however, can be brought down by several spells: *disintegrate*, *limited wish*, *phase door*, *shadow door*, *plane shift*, or *wish* spell, or any one of the following spells that does at least 20 points of damage: *fireball*, *lightning bolt*, *cone of cold*, *flame strike*, *Otiluke's Freezing Sphere* (second or third application), or *meteor swarm*. Anything within the hemispherical area of effect is not damaged when the *minor ward* is brought down (but might be put in jeopardy). The *minor ward* cannot be entered or exited by traveling astrally, or via *dimension door*, *passwall*, or *teleport*. Characters and creatures in the hemisphere cannot cast spells out, though spells can be cast so as to affect those inside the *minor ward*, such as cures, *neutralize poison*, *commune*, etc.

The *minor ward* will remain in effect as long as the cleric is conscious; in the round after he or she falls asleep or is knocked unconscious (or worse), the *ward* will collapse. The caster can will it to come down at any time, but this act takes 1 full round. To effect the spell, the cleric must space seven small pearls (at least 100 g.p. value each) evenly on the ground in a 30-foot-diameter circle. Smaller circles can be made, if desired, but never larger ones. The pearls are consumed in the casting.

**Ward, major** (Abjuration)

Level: 5 Components: V, S, M  
 Range: Touch Casting Time: 3 rounds  
 Duration: Until broken Saving Throw: Special  
 Area of effect: Hemisphere of 10' radius

**Explanation/Description:** This is a stronger variation of the *minor ward*. It can only be brought down by certain of the spells that affect a *minor ward*: a damage-producing spell (*fireball*, *lightning bolt*, *cone of cold*, *flame strike*, *Otiluke's Freezing Sphere*, *meteor swarm*) that does at least 50 points of damage, or a *disintegrate*, *limited wish*, or *wish* spell. As with the *minor ward*, *dispel magic* has no effect whatsoever on it. The *major ward* will remain up until the cleric casting it becomes unconscious. The material component for the spell are seven gems (they can be of different types) valued at no less than 250 g.p. each. They are consumed in the casting.

It should be noted that the *minor ward* and *major ward* afford no protection from underneath, so tunneling into one is possible if the proper equipment or magic is available. The person(s) inside a *ward* cannot *teleport*, *dimension door*, travel astrally, use a word of recall, etc., unless the ward is brought down first.

**Communicate** (Divination)

Level: 6 Components: V, S, M  
 Range: Unlimited Casting Time: 3 rounds  
 Duration: 1 turn + 1 rd/level Saving Throw: None  
 Area of Effect: Caster and one other person

**Explanation/Description:** Via this spell, a cleric can communicate with another person anywhere on the Prime Material Plane. He or she casts the spell using a mirror as a material component. The person to be contacted must be known to the cleric, and the subject cannot be within any type of force field like a *cube of force*, *minor ward*, *major ward*, *major* or *minor globe of invulnerability*, etc., nor may the contacted person be under the protection of a *mind blank* spell or a psionic defense like *tower of iron will*. The subject, if asleep, will awaken if that person makes a saving throw versus magic (a new saving throw is allowed every other melee round). Once contact is established the cleric can see, if the subject is willing, whatever that person can see, and vice versa. Hearing is also allowed, so someone speaking to the cleric or person can be overheard — but the words must, of course, be repeated for others to have knowledge of them.

The *communication* link is so strong that the cleric can cast a curing spell of any type through the link to the person being contacted. Once the cure is so cast, the link breaks immediately. The cleric who casts the cure spell can do no further spell casting for one full day plus one additional day for each level of the cure cast through the *communication*. The receiver, who may be of any character class, has no way to contact the cleric, although prearranged contacts are certainly possible.

Contact established by means of this spell while the subject is occupied (casting a spell or involved in melee, for instance) will require that the receiver stop pursuing the current activity in order to accept the *communication*. The cleric can only communicate with, or look in on, someone who is willing and doing nothing else at the time. If this is not the case, the cleric will realize the *communication* has been rejected, for a reason which may not be known to him or her, and the contact will break. The cleric will see or hear nothing through the subject's senses if that person rejects the *communication*.

**The life of the cloistered cleric**

The cloistered cleric is both literate (if his or her intelligence is 6 or above) and can write. The character spends most of his or her time studying or copying texts and scrolls. He or she may also have mundane duties to perform, and some groups of cloistered clerics do not exempt even a Dean from such duties.

The abbey or monastery where the cloistered cleric resides is almost always (90%) made of stone and is usually (60%) surrounded by a wall of stone as well. Farm lands tended by the cloistered clerics surround the abbey or monastery. Most abbeys and monasteries exist outside of towns, and many are well away from main roads. Only cloistered clerics involved in teaching will have residence in a town or city. These teachers will run schools and colleges, and such an individual's library will have a minimum of 2,500 scrolls and/or books.

The abbey or monastery never has fighting clerics or monks in it, nor are fighting clerics or monks ever employed on a permanent basis by cloistered clerics. For their own protection, in hostile territories, abbeys or monasteries may have in their employ men-at-arms (if evil, humanoids of one hit die or less) headed by a fighter (but not a ranger or a paladin) of 1st to 7th level. (A fighter of 3rd or higher level may have from 1-6 sergeants or even 1 lieutenant to aid him or her.) Cloistered clerics do not hire a thief or assassin, unless to recover some item stolen from them. A magic-user or sage occasionally may be in temporary residence in an abbey or monastery, doing research (15% and 3% likely, respectively).

**Learning and recovery of spells**

Cloistered clerics have one important difference in the way they gain and use their spells. They must rest for the appropriate time, as any other spell caster. They then must pray for a period of not less than one hour per level of the highest level spell that they will memorize; i.e., an Archimandrite would have to pray to his or her deity for six hours to replace his or her 6th level spell, but could also replace any first to fifth level spells as well after this period. Once the cloistered cleric has prayed, he then reads the desired spell from a spell text, just as a magic-user does, taking 15 minutes per spell level per spell. He or she does not have to roll a percent chance to "know" a spell in any case, but he or she must have the minimum intelligence and wisdom as outlined earlier! All cloistered clerical spells are written in large tomes as large as magic-user spell books. They are written in a language which, while it can be learned by another cleric, will never give spell power to any other type of spell caster including a druid.

An adventuring cleric who knows the language of cloistered clerics can read from their texts to learn a spell. This process will take the adventuring cleric 30 minutes per spell level per spell and in no way counts as a spell known to that adventuring-class cleric. Further, if a given spell is not available until a higher level to a cloistered cleric, it must be memorized by an adventuring class cleric at that (higher) level. The adventuring-class cleric must also pray to his deity, just as the cloistered cleric must, before the book or text will release its power from the written word. A cleric who does not pray prior to reading will gain nothing from the text. Example: A 5th level adventuring cleric (a Prefect) wants to read *hold person* from a cloistered cleric's book of spells. For the cloistered cleric this is a third level spell, so the adventuring cleric must pray for three hours and then read the spell text, memorizing it as a third level spell, in the next one and half hours. (The cloistered cleric would only take 45 minutes to read the same spell.) If the adventuring cleric has not learned the prayer for *hold person* before, the character may not now pray to his or her deity for it, even though he or she has just memorized it. Cloistered clerics usually only have one or two spell books in their abbey or monastery, and thus they will not willingly part with a book, even a duplicate.

Cloistered clerics are very poor, using any wealth they may gain only to pay for food, clothing and items used in the abbey, monastery, or school. Even their altar wear is usually plain, as are the altar pieces and church/temple decorations. What monies they do collect from donations and spell casting — they *always charge* for spell casting — may be divided up and sent to other temples, churches, abbeys, etc.

### Brothers

Brothers are clerics who are not ordained. They have functions around and about the church/temple, but often have a second occupation totally unrelated to the church (shopkeeper, blacksmith, housewife, etc.). A brother or sister (not the same as a nun) might also be a teacher, scholar, moneyhandler, assistant in the service, and so forth. His or her secondary profession might allow the character to be trained with a weapon; in fact, the brother or sister might be an adventuring-class character of some type.

Fully 60% of all brothers and sisters have no education in fighting. They would be unarmored and 50% likely to be unarmed as well. Those who do bear arms might carry a dagger (unless their organization forbids it), a short sword (again, some organizations might not allow edged weapons carried by any clerical figure), club, mace, quarter staff or hammer. They would fight as zero-hit-dice figures but would obtain the saving throws of a first level cleric in all categories, because of their religious training.

The balance of brothers and sisters (40%) will have some weapon skills. Those weapon skills are apart from any secondary profession. These brothers and sisters can don armor in times of strife, wearing leather or studded leather most often and occasionally bearing a shield as well. They fight as first level clerics and obtain the same saving throws. They will have one eight-sided die for their hit points (the non-fighting brother and sister will use a six-sided die, as all zero-level figures do). The weapons allowed to them are as a cleric, but some might bear daggers, short swords, or broad swords as well. None of these brothers and sisters, in either category, ever obtain more hit points, nor do they ever become better at melee.

Brothers and sisters may also be deacons in the organization. One in four brothers will be a deacon, and a congregation with more than four deacons will have an archdeacon as well. Archdeacons and deacons are allowed two and one first level clerical spells, respectively, per day. (They cannot re-pray for their spell after four hours of rest like a first level cleric).

The list of spells available to archdeacons and deacons is limited to these only: *bless*, *cure minor wounds* (works as *cure light wounds* but does only 1d4 of healing), *detect evil* (might be reversible in some organizations), *endure cold*, *endure heat*, *purify food and drink*, *remove fear*, and *sanctuary*.

*Endure heat* and *endure cold* are generally only known in areas where extremes of heat and cold are in fact present. *Remove fear* cannot be reversed to *cause fear*, and *purify food and drink* cannot be reversed to *putrefy food and drink*. Some organizations might allow the reverse of *cure minor wounds* to *cause minor wounds* if the organization is evil or chaotic neutral, or if there is great need and the temple or church might fall if the spell is not made available to its deacons and archdeacons.

Brothers and sisters otherwise will be found in most churches and temples and occasionally in abbeys, monasteries, and schools. They will likely not reside on the organization's property. They will perform mundane duties in most cases (washing floors, cooking, cleaning the temple or church — though rarely the altar and other services) — but some, as mentioned earlier, will be scholars and teachers. A deacon is of equal rank to an Acolyte or Novice, but an archdeacon is superior to an Acolyte or Novice. Brothers and sisters do not go into battle unless the church or temple, or the town in which it is located, is threatened with destruction. They surely do not adventure and do not go into dungeons. If a deacon or archdeacon administers a *cure minor wounds* spell, he or she can expect 40 g.p. from a stranger for the spell. He or she might cast this spell for free on the members of the church's congregation.

If the reader would like to study the fantasy cleric, both the adventuring and non-adventuring types, he or she might wish to read the *Camber of Culdi* trilogy by Katherine Kurtz (Del Rey Books) or the *Chronicles of the Deryni* (Del Rey Books) Note: The *Legends of Camber of Culdi* is a prequel to the *Chronicles of the Deryni*.



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## LEOMOND'S TINY AOT

by Lenard Lakofka



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The death master is a sub-class of magic-user. He will be ultimately chaotic evil, although his early alignment might even be lawful good. The death master will change alignment, moving one step closer to chaotic evil (if he isn't there already) upon the gaining of every two levels of experience. Goodness is lost first, and then lawfulness. Thus, a death master who starts out as lawful good will turn lawful neutral upon attaining 3rd level, true neutral at 5th level, neutral evil at 7th level, and chaotic evil at 9th level. In any event, a death master will be chaotic evil by the time he reaches 9th level, and in most cases the switch will not take that long. In this downward spiral, no magic — even a *wish* or a *helm of opposite alignment* — can move the death master's alignment in the direction away from chaotic evil.

The ability score requirements for this non-player character are as follows: strength of at least 9, intelligence at least 15, wisdom always less than 13, dexterity at least 12, constitution of 14 or better, and charisma always below 8.

A death master can be a human, dwarf, or half-orc, and members of any of those races can advance to 13th level. No death master can ever be multi-classed or double-classed. The death master has some of the abilities of an alchemist, since many of his magics involve the preparation of potions, salves, fluids, creams, and other sorts of mixtures.

## THE DEATH MASTER

Experience points	Level	4-sided dice for accumulated hit points	Level title
0-1,333	1	1+1	Grave Robber
1,334-2,666	2	2+2	Tomb Haunter
2,667-5,333	3	3+3	Necropolite
5,334-13,333	4	4+4	Skeleton Master
13,334-26,667	5	5+5	Zombie Master
26,667-53,333	6	6+6	Ghoul Master
53,334-113,333	7	7+7	Ghast Master
113,334-233,333	8	8+8	Shadow Master
233,334-466,667	9	9+9	Necromancer
466,668-933,333	10	10+10	Mummy Master
933,334-1,877,777	11	11+11	Ghost Master
1,877,778-3,333,333	12	12+12	Lich Master
3,333,334+	13	13+13	Death Master

## the death master

Death masters can learn and use only the knife, dagger, sickle, scythe, and/or scimitar — even to save their lives they will not pick up another weapon. Death masters can use magical weapons of the eligible types, with the exception of a *flame tongue* scimitar, which is prohibited. If a death master picks up an aligned weapon that he cannot use, he will take double ego damage unless the weapon's alignment is more evil and/or chaotic than the death master's current alignment. In the latter case, the death master will instantly convert to the new alignment. For example, if a neutral 3rd level death master picked up an evil neutral scimitar, he would take no damage but would become evil neutral at once. If, on the other hand, the scimitar were lawful good, he or she would take double ego damage.

Notes on new weapon types: The sickle weighs approximately 15 gp, length 15-18 inches, space required 2 feet, speed factor 3, damage vs. S or M opponents 3-6, vs. L opponents 1-3, vs. armor as a short sword would be rated. The scythe weighs approximately 140 gp, length about 5 feet, space required 5 feet, speed factor 8, damage vs. S or M opponents 2-9, vs. L opponents 1-6, vs. armor as a bardiche.

Death masters shun armor of all types but may use rings, cloaks and jewelry of

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protection, including *bracers of defense*. Death masters may employ all potions, except for those that control living things, those that can only be used by fighters, those that are made for scrying, and those that heal. They cannot use scrolls, except for those penned in the *Language of Death* or those that control or protect from the undead. Such scrolls bypass the need, if any, for salves, creams, fluids, etc., that would otherwise produce the same effect.

Rings usable by death masters are: *feather fall*, *fire resistance*, *free action*, *invisibility*, *protection*, *regeneration* (see below), *spell turning*, *warmth* and *X-ray vision*. All other rings will not function on them unless they somehow affect the undead. A *ring of regeneration*, when placed on a death master of 9th level or higher, will instantly become invisible. Further, it will become non-corporeal when functioning one round after the death master dies. Cutting off the death master's head, or the hand bearing the ring, will stop the regeneration process.

Death masters may use a *staff of withering* and *wands of fear*, *magic detection*, *negation* and *paralyzation*. A few miscellaneous magic items can be used, including: *alchemy jug*, *amulet of life protection*, *amulet of the planes* (usable by them only to go to the lower planes of Pandemonium, the Abyss and Tarterus plus the Negative Material plane), *beaker of plentiful potions*, *brooch of shielding*, *cloak of protection*, *cube of force*, *cubic gate*, *dust of all types*, *helm of comprehending languages*, *Keoghtom's ointment*, *Nolzur's marvelous pigments*, all *phylacteries*, all *scarabs*, and a *sphere of annihilation*. Additionally, they may use some items specific to their profession. These items are detailed later in this article.

The death master begins to learn specific alchemist-like skills at 3rd level and certain specific spells at 4th level. His teacher is always another death master. The death master must start up his own laboratory for a cost of 400 gp, and new equipment for the lab must be purchased at each level for an additional 400 gp. Costs for a specific raw material are separate from these laboratory costs. Most spell-like effects use special preparations that must be made in advance.

### Special abilities

The death master has the following special powers and abilities, some of which are constant and some of which are gained/lost as he advances in levels:

1. First-level death masters obtain one experience point of experience for each grave they dig, and two experience points for every stolen body. This award does not apply beyond 1st level.
2. Second-level death masters obtain two experience points for every body laid

to rest. At other levels there is no experience award for this action.

3. Third-level death masters obtain three experience points for every properly embalmed body. This award is unique to this level only.

4. All death masters can identify a *potion of undead control* by tasting just a drop. Such a potion has double effect and double duration when imbibed by a death master.

5. An undead creature must fail a saving throw of 8 to successfully attack a death master. If the death master attacks the undead, of course, this "partial immunity" is overturned. Thus, undead may attack a group of characters and a death master will be allowed to walk away unharmed even if a lich or a vampire is the attacker or among them.

6. At fourth level and above, the death master can *speak with undead* at will. This does not create a compulsion to obey and cannot operate on mindless undead.

7. At seventh level the death master can *speak with dead* as a cleric of the same level without use of a spell. This power is usable once per day and only once on the same corpse.

8. The death master gains a cumulative 5% resistance to *sleep* and *charm* spells for each of his or her levels. If a saving throw is allowed, the death master is entitled to it if his magic resistance does not overcome the sleep or charm power/spell.

9. At 9th level and above the death master is immune to *paralysis* and *hold* spells, including the touch of the undead.

10. At 11th level and above the death master is immune to level draining and strength draining by the undead, though normal damage from such an attack would still occur.

### Death master spells

All spells of the death master must be learned just as a magic-user learns spells, but some spells given in the list that follows are the heart of his profession. These spells will be marked with +1, +2 or +3 to signify the effective bonus in intelligence points the death master gains when trying to learn that particular spell. Those spells that require some manufactured material (a salve, potion, cream, fluid, paste, etc.) are marked with a "#" sign. Those that are new or have a different description from that found in the official rules are marked with an asterisk ("\*").

#### Spells usable by level

Exp. Level	1	2	3	4	5	6
4	1					
5	2					
6	2	1				
7	2	1	1			
8	2	2	1	1		
9	2	2	2	2		
10	3	3	3	2		
11	3	3	3	3	1	
12	4	4	3	3	2	
13	4	4	4	4	3	1

#### First level

1. Animate skeletons \*(+3)#
2. Animate zombies \*(+3)#
3. Cause light wounds \* #
4. Comprehend languages
5. Detect magic
6. Feather fall
7. Identify (+1)
8. Plant death \*(+2)#
9. Preserve
10. Protection from good
11. Read magic
12. Scare
13. Shield
14. Unseen servant
15. Wizard mark
16. Write #

#### Fourth level

1. Charm undead \*(+3)
2. Dig
3. Fear
4. Ice storm
5. Mummy production \*(+1)#
6. Shadow summoning \*(+1)
7. Wight production \*(+2)
8. Wraith production \*(+1)

#### Second level

1. Attract ghouls \*
2. Darkness 15' r.
3. Detect good/evil
4. Death armor \*(+2)
5. Find familiar \* #
6. Invisibility
7. Knock
8. Magic mouth
9. Pyrotechnics
10. Ray of enfeeblement
11. Stinking cloud
12. Wizard lock

#### Fifth level

1. Animate dead
2. Cloudkill
3. Cause serious wounds \* #
4. Cone of cold
5. Finger of death
6. Ghost production \*
7. Hold undead \*(+2)
8. Teleport

#### Third level

1. Dispel magic
2. Feign death (+2)
3. Monster summoning I \*
4. Protection good/evil 10' r.
5. Ghast production \*(+2)#
6. Ray of paralysis \*(+1)
7. Tongues
8. Wall of ice

#### Sixth level

1. Death spell
2. Energy drain
3. Harm/heal
4. Lichdom \*(+1)#
5. Undead production \*(+2)#
6. Vampire production \*(+1)#

All spells of a death master are defined, for the purpose of range, duration, and area of effect, as if the character were three levels lower than his actual level. Thus, a fourth-level death master casts spells as a first-level magic-user or cleric. Unless otherwise noted, a death master spell takes 1 segment per spell level to cast, even if the normal spell text for a cleric or magic-user may be faster or slower.

**Spell notes/descriptions:****First level**

*Animate skeletons* is simply an *animate dead* spell that produces one skeleton for every level of the death master. The death master must prepare a special salve to rub on the bones to make the skeleton receptive. This takes one round per skeleton. The magic to animate them then takes only a segment to cast. The rubbed skeletons can be so animated anytime within 24 hours after their rubdown. The salve costs 10 gp per skeleton. Spell range is 30 feet plus 10 feet per effective level of the death master.

*Animate zombies* is simply an *animate dead* spell that produces one zombie for every effective level of the death master. The corpse must be immersed in a bath of special salts for 1 full turn prior to spell casting. Such a bath can soak ten corpses for a cost of 200 gp. The corpses then so soaked can be animated in two segments at a range of 50 feet plus 10 feet per effective level of the death master.

*Cause light wounds* will inflict 2-8 hit points of damage if a successful touch is made on a victim's bare skin. The death master must use a paste rubbed on his hands to activate the magic. A word of command then makes his hands into weapons for three rounds or until a touch has occurred. The cost of the paste is 75 gp for enough to make three applications. Smearing the paste, assuming it is available, takes only a segment.

*Plant death* requires a fine mist spray be applied to the plant(s) to be killed. A potion-sized bottle would cost 200 gp and could cover 2,000 square feet. Then, upon the utterance of a word of command, the plants within 100 feet of the death master will die. Trees are allowed a saving throw of 11. Living mobile plants (such as treants) are allowed that saving throw plus another as a monster of the appropriate number of hit dice. Once killed, the plants wither and rot rapidly, and no new plants will grow in the area for a year.

**Second level**

*Attract ghoul* is similar to a *find familiar* spell, using the same ingredients, but the ghoul that comes is not willing to serve unless it is fed regularly. "Loyalty" and obedience is gained at 1%/day of feeding and attention. A safe lair must always be provided.

*Death armor* is produced by pouring a cream on the body and rubbing it in. This rubbing takes two full rounds. Then, anytime within the next hour per effective level of the death master, the speaking of a command sentence will activate the armor coating. Anyone touching the death master with exposed flesh (perhaps to cast a spell or as a monk

with an open hand attack) must save vs. spell or take 2-12 hit points of damage. The armor is effective for 1 round per actual level of the death master. Multiple touches will still harm the attacker. Note: The spell is defensive only, and the death master gains nothing by trying to touch someone though he or she can position him or herself so that he or she must be touched to get by. Naturally, if a weapon hit occurs the death master takes normal damage with no damage to the attacker. *Death armor* will harm undead. Any damage from the monk's open hand attack or a claw/bite attack will still be scored, of course.

*Find familiar* uses the same ingredients as for a magic-user, but the cost is doubled. The death master uses the following table (roll d20) for *find familiar*: 1-4, black cat; 5-8, weasel; 9, imp; 10, ghastr; 11, mephrit; 12, ghoul; 13-20, no reply but try again in one month. If an imp, ghastr, ghoul, or mephrit appears it does not add any hit points to the death master. If it is eliminated, however, the death master will lose 2-7 hit points permanently.

**Third level**

*Monster summoning I* will attract nearby skeletons and zombies not already animated or controlled by the death master. From 2-7 will arrive even if they must abandon a place they were ordered to guard. They will arrive via teleportation in 1-4 rounds and will fight till destroyed. If not destroyed they will teleport back when the spell duration of 5-20 rounds runs out.

*Ghastr production* requires a ghoul to be at hand. The death master may animate only one ghastr per spell. The body must be infused with a special liquid that costs 400 gp to produce. The process takes 1 hour to prepare the body and 1 turn to cast the spell. Such ghastrs cannot "procreate" themselves but are like ghastrs in every other way. Someone killed by one of these ghastrs has a minus 1% to the chance to be raised from the dead for each hour the figure is dead. Thus, after 70 hours a victim with a constitution of 13 would have only a 20% chance to be successfully raised. If raised, however, subsequent raises would be allowed at the figure's full constitution score. Note: Magics like *remove curse*, *limited wish*, etc. can remove the onus on such a corpse so that raising is normal.

*Ray of paralysis* takes only one segment to activate and is a chief attack/defense spell for a death master. The ray is pencil-thin and has a length of 60 feet plus 10 feet per level of the death master. When it is fired at a living figure, that figure is allowed a double saving throw. The first is vs. spell to see if the ray hits at all. If the saving throw is made, the ray misses but those in direct line behind or

near the victim (especially those in nearby melee) might then be struck. If the ray does hit, the victim saves vs. paralysis at -2. If this throw fails, the victim is paralyzed for 3d12 rounds.

**Fourth level**

*Charm undead* will work only on those undead having intelligence of 9 or higher. The undead (only one target) must make a saving throw at -3 or obey the death master and perform some mission for him. The undead will not openly expose itself to destruction (a vampire would not go into open sunlight), and such an obvious order will instantly cancel the charm. Once a specific order is fulfilled the charm breaks, though some orders might take years to fulfill. An order is a simple sentence of 12 words or less that is adjudicated as being "reasonable" by the Dungeon Master.

*Mummy production* requires an embalming fluid that costs 1,400 gp. The body must be wrapped and prepared, which will require six full hours. The spell then takes but 4 segments to complete by a simple command word issued within 24 hours of the embalming. One mummy is thus produced. It will obey the death master and do his bidding, but is allowed a saving throw of 17 (attempted daily) to become independent of the death master's control.

*Shadow summoning* will produce 2-7 shadows which will arrive in 1-8 rounds. The summoning takes 4 segments of casting time. They will stay and obey the death master for 1-20 rounds.

*Wight production* requires a corpse and a bone from a wight. If a *cubic gate* or *amulet of the planes* (or a similar device) is available, the wight bone is not required, since the death master can then actually touch the Negative Material Plane to gain the necessary power. For every wight so produced, the death master will lose one hit point permanently unless he saves vs. death magic. The wight so produced will always have maximum hit points, and it can "procreate" itself and command those wights to its service. Note that only the common wight produced by the spell is "friendly" to the death master. Lesser wights will attack the death master if they fail the aforementioned saving throw (recall that an undead will not attack a death master unless it fails a saving throw of 8).

One in five wights produced by this spell is atypical. It cannot drain energy levels. Instead, it drains hit points permanently with its touch. This type of wight will cause the living victim to fight at -1 per touch for 1 full hour after each touch. For example, consider a victim of 4th level with 30 hit points. On the first touch, the victim takes 5 points of damage. His new hit-point total is 25, and he will fight as 3rd level for 1 hour. If a second touch occurs (for, say, 2 points of damage), his permanent hit-point total

**Parts is Parts. You need parts?  
I got parts. Terms as they lay.  
Telepathic Communiques only.**

## NPC CLASSES, DEATH MASTER

will be 23 and he will fight as 2nd level for 1 hour, then 3rd level the next hour, and then is back to being 4th level. The lost hit points can be gained back by *restoration* at the rate of 3-12 points per application of the spell, but if the victim gains a level (or levels) of experience prior to such *restoration*, then the hit points are forever lost, even if the power of a *wish* is used. A *limited wish* will restore 2-12 hit points and a full *wish* 3-18 hit points if the casting is done before the victim gains a level. No other magic will restore lost hit points. This sort of atypical wight can "procreate" to produce lesser undead with the same power.

*Wraith production* is identical to *wight production* in all respects. An atypical wraith is produced one time in seven as above.

### Fifth level

*Cause serious wounds* requires that a liquid be produced from boiling the remains of a ghoul or ghastr for 24 hours. The remaining liquid is enough to fill 1 small vial (like those used to carry holy/unholy water) per effective level of the death master. The infusion's added components cost 2,000 gp. The vial is then thrown (see section of DMG on grenade-like missiles) like a vial of holy water. A direct hit will inflict 5-19 (2d8 +3) hit points of damage, with a splash hit doing 2-5 (d4 +1) points of damage. The vials of liquid will remain viable for 1 full day per level of the death master, plus a variable of 1-20 days. Exposing the liquid to testing (putting it in contact with the air) destroys it at once. The vial will not radiate evil.

*Ghost production* is unlike other death master spells in that the death master will have no control over the ghost once it fully forms 48 hours after the spell is cast. The ghost so produced will not know how it was created and will be fully free-willed. It would attack the death master if it met him again (if it failed the saving throw of 8 allowed to the death master). The victim must have had an intelligence of 14 or more and have been at least 9th level (in any class) prior to death. Hit points for such a ghost are maximum.

*Hold undead* literally stops a target undead in its tracks. It is allowed a saving throw vs. spell. The undead cannot be harmed while in this state, nor can it be bypassed; attempting to do either of these things will release it instantly. However, the death master and others in the party are safe to flee via another route. The *hold undead* spell takes 2 segments, to cast. The duration of the spell when used against a particular type of undead is expressed in minutes and determined by dividing 120 by the undead's hit dice. (Eliminate any bonus hit points; 3+2 HD would be read as 3. All fractions are dropped.) Thus, a ghoul of 2 HD is held in place for 60 minutes, while a vampire of 8 HD can be held for 15 minutes. This

formula applies to the undead from the FIEND FOLIO™ Tome as well.

### Sixth level

*Harm* or *heal* is identical to the 6th level cleric spell, except that casting time is only 6 segments.

*Lichdom* can be cast on a willing high priest or magic-user of at least 18th level, or a death master of 13th level. The death master must make a potion for the spell caster to consume. Its cost will be 6,000 gp. The spell caster is allowed his normal unadjusted saving throw vs. death magic. If the victim makes the saving throw, he becomes a lich in 24 hours. If he fails the saving throw, then he is merely dead. The spell caster can be raised in the usual manner and the process tried again. However, the spell caster will have lost a level of experience and may have to requalify to become a lich. The death master can cast this spell on himself.

*Undead production* is designed to produce the vast number of evil (but not neutral) undead listed in the FIEND FOLIO Tome. This spectrum is very diversified. Only one undead, regardless of hit dice, can be so manufactured. That undead cannot procreate itself but will conform to the statistics and abilities given in the FIEND FOLIO book in all other ways. Its hit points will always be maximum. The undead, to rise up from being a corpse, must make its "in-life" saving throw vs. poison or the spell will fail.

*Vampire production* will also produce a spectre if the death master so chooses. The corpse must have been killed by a vampire or spectre, but in a way that would not allow the corpse to rise as one of those undead (i.e., killed from damage, not from levels being drained). The corpse is allowed a saving throw vs. spell, and if it fails it becomes a vampire or spectre. The undead so produced is answerable to the death master for one year, but thereafter is free-willed, bearing no animosity toward the death master. The potions required cost 6,000 gp for a vampire and 4,500 gp for a spectre. This undead will have maximum hit points but cannot procreate until it is free-willed.

### Special magic items

Below are listed and described magic weapons and items that are usable to their full potency only by a death master.

*Withering Scythe*: This weapon is +2 to hit and does normal damage with no bonus. However, the victim must save vs. poison or also suffer the loss of 1 hit point per round thereafter from a slow but powerful poison effect. The only antidotes for this poison are *cure disease* cast by a cleric or druid of at least 9th level, *heal*, *regenerate*, *restoration*, *limited wish*, or *wish*. A good-aligned figure who simply picks up the scythe is subject to the same poison effect.

*Eyes of the Undead*: These cups that fit

over the eyes look like any of the other magical types. However, they allow a figure to see living things at a range of 90 feet even in total darkness and even if the figure is invisible or is somehow cloaked or protected from normal sight. The eyes will see an aura of life without being able to see details of the figure's face, etc. Wearing the eyes cancels normal or magical *infravision*. The *eyes of the undead* prevent a vampire from *charming* their wearer. If worn for 1 full day, the eyes will mold themselves to the wearer's eyes and cannot be removed until that figure is dead. To others, the victim's eyes look totally white. In all cases, the wearer's natural charisma will drop by two points while the eyes are worn so that they can be seen by others.

*Cloak of Night*: This magical cloak will operate only on a non-good figure. If a good figure wears it, he will automatically be attacked first by any undead encountered even if those undead must push past other party members to get at the wearer. The cloak, when worn by a non-good figure, confers the following powers at night only: *polymorph* with all possessions into a bat, stirge, crow, or owl at will in 1 segment (the figure must return to normal shape before changing into a different form); gain 90-foot *infravision* (whether underground or not); and act as a *cloak of elvenkind*.

*Spectre Wand*: This wand only operates in the hands of a death master. It fires a jet-black ray to a range of 180 feet. A hit by the ray is determined as if the intended victim had been attacked by a 6 HD monster vs. the target's frontal armor class (assuming the target is facing the wielder of the wand). If this roll "to hit" is not made, there is no effect. If the ray does hit, the target takes 1-8 hit points of damage (no saving throw), and that many points are drained *permanently* from the figure's hit-point total. The wand takes 1 segment to fire, can have from 1 to 50 charges when found, and cannot be recharged. The victim can only regain lost hit points in one of three ways: *limited wish* (2-8 points), *restoration* (2-12 points), or a *wish* (3-18 points). Once the victim gains a new level of experience, lost hit points that have not yet been regained are forever lost.

*Gauntlets of the Ghoul*: If a good figure puts these on, he must save vs. paralysis each round until they are removed or until he is paralyzed. They can only be removed by *dispel magic* or *remove curse*, and even then removal must be done within 2 rounds of the spell being cast or they will again lock on the victim's hands. The figure will remain paralyzed until the gauntlets are then removed. If a neutral figure puts them on, nothing will happen. If an evil figure puts them on, his touch will be as that of a ghoul, inflicting 1-4 hit points of damage per touch (hand), and a victim must save vs. paralysis or be paralyzed for 5-20 rounds.

**Potions, salves, and pastes**

Correct concoction of necessary potions, salves and pastes is a function of the death master's level as well as chance. If he fails in an attempt to concoct a mixture, this will not be apparent until the spell casting attempt is carried out. Given in the chart is the percent chance that the substance will, in fact, be correctly made (00 is a 100% chance; -- is no chance). It is up to the Dungeon Master to determine the major ingredient(s) in each substance and allowable substitutes, if any. The DM may, of course, rule that some substitutes will increase or decrease the chance of successful concoction.

**Henchmen, hirelings, and Orcus**

The death master may only have hirelings and henchmen who are evil. Such henchmen are the outcasts of their own races (humans, half-orcs and dwarves only, as well as any neutral evil or chaotic evil humanoids), often fleeing for their lives because of some atrocity they have performed. Rangers, paladins, clerics, druids, monks, bards, and illusionists will never be hirelings or henchmen for a death master.

Some chaotic evil tribes of humanoids revere the death master, since he can produce armies of undead types to aid them on their missions. The death master can thus give the tribal witch doctor (and in some few cases the shaman) control of some animated undead. Such undead must be basically mindless, all of the same type, and have fewer than 4 hit dice. The undead controlled by the witch doctor or shaman may be up to ten times his level in hit dice; for instance, a gnoll witch doctor of 5th level can command 50 hit dice of undead. Any undead commanded in this manner can be taken over again by the death master any time he desires to do so.

Eventually a death master becomes a demon-worshiper who ultimately worships Orcus. Such a demon-worshipping death master is also allowed a saving throw of 8 before a lesser demon will attack him physically if a *protection from evil* spell is not in force.

A death master of 13th level who is killed on the feast day of Orcus (sometimes called Halloween) will become an undead under Orcus' direction. Some death masters will even commit suicide on that date when they are 13th level, so as to better serve the demon prince. Orcus is 45% likely to notice this action and to animate the death master with all of the character's powers intact.

Death masters, once they become chaotic evil, seek seclusion virtually always near an old graveyard or abandoned dungeon. There they will seek to produce undead armies to wreak destruction upon living beings around them. Only chaotic evils and some neutral evils will try to hire and/or ally with a death master. Ω

**Particular substance required by spell**

	Chance of correct concoction per level of death master										cost to produce	Time to produce
	4	5	6	7	8	9	10	11	12	13		
Animate skeleton rub	80	85	90	94	97	99	00	00	00	00	10 gp/skel.	2-7 hours
Animate zombie bath	76	80	84	88	92	96	99	00	00	00	200 gp/10	2-7 hours
Cause lt. w. potion	90	93	95	97	99	00	00	00	00	00	75 gp/3	1-4 hours
Plant death spray	75	79	83	87	91	94	97	00	00	00	200 gp	1-6 hours
Death armor cream	--	--	93	95	97	98	99	00	00	00	100 gp	1-4 hours
Find familiar soup	--	--	88	91	94	97	98	99	00	00	250 gp	4-16 hours
Ghast infusion	--	--	--	77	82	87	92	96	99	00	400 gp	6-36 hours
Mummy embalm fluid	--	--	--	--	87	91	95	97	98	99	1,400 gp	3-12 hours
Cause s. w. potion	--	--	--	--	--	--	--	95	98	00	2,000 gp	5-20 hours
Lichdom potion	--	--	--	--	--	--	--	--	--	93	6,000 gp	5-20 hours
Undead goop	--	--	--	--	--	--	--	--	--	90	400 gp/hd	7-56 hours
Vampire eye drops	--	--	--	--	--	--	--	--	--	94	6,000 gp	8-80 hours
Spectre gas	--	--	--	--	--	--	--	--	--	97	4,500 gp	6-72 hours



**\* Creams \* Fluids \* Salves \* Pastes \*  
\* Tinctures \* Ointments \* Balms \***

Raise One Zombie, get 2nd at 1/2 Off!  
Your choice: top, bottom, left, right, front or back.  
(Disease & Petulance are an extra charge.)

**\* NEW \* ARCH-MAGI SPECIAL!**

**"Lick-ify now? Ask'eth me how!"**  
24-hour regime!  
Guaranteed Results!

(Your results may vary. Side effects may include: life in agony or death by poisoning. Consult your Witch to determine if your condition remains living. Not responsible for non-terminal applications!)

**Quin Zee's Emporium**  
"For all your corporeal after-market needs."



# Beyond the Gate of Dreams

*A peculiar sort of prophet:*

*the dreamer NPC*

by John Nephew

The dreamer semiclass is a group made up of human, elven, and half-elven beings who have the ability to manipulate their subconscious minds. With practice and experience, they can exercise considerable control over their own minds and bodies and, to a lesser extent, over the minds and bodies of others. At higher levels of skill, they are also able to project their minds to communicate with others as well as to manifest themselves elsewhere in intangible form, and they can even glimpse the possible future. It is up to the DM to decide whether or not dreamers in his campaign would be appropriate as player characters.

**INSOMNIA?  
YOU'RE NOT ALONE!**

If you're on the western  
coast of the Flan,  
try a late night walk.  
Even better, stop by your  
local tavern for last call.

You'll awake to fresh, sea  
air and the scourge of the  
cat as you are disciplined  
into order for the Captain.

**EXPERIENCE THE  
ADVENTURE OF  
HIGH SEAS TRAVEL!**

**SEA PRINCE HOLDINGS  
UNLIMITED**

Dreamer skills are similar to psionics (though psionic and dreamer powers never occur in the same person), and their presence is determined in a similar manner. For any human, elven, or half-elven character possessing an unmodified score of 15 or higher in intelligence, wisdom, or charisma, the base chance of possessing dreamer powers is 2% for elves and 1% for humans and half-elves. This base chance is modified as follows: For every point in any of the three abilities above 16, a percentage point is gained; for every point below 12, half a point is lost; the total chance is then rounded up and may never be below 1%. For example: Grondel the Possible Prophet has these scores: intelligence 10, wisdom 13, and charisma 18. Being human, he has a base 1% chance, modified upward by 2% for his charisma and down by 1% for his intelligence. Thus, he has dreamer potential on a roll of 01-02 on 1d100.

The dreamer is a semiclass because its members may use these powers independently of another class or with another class; either way, the dreamer does not act like a conventional class or subclass. With combinations of classes, it does not act like normal dual- or multiclassed characters. Even among elves and half-elves, a dreamer may have only one other class.

Human NPCs with dreamer as their sole class have 2-7 hp and fight only as zero-level fighters. Elven and half-elven characters who do not choose a second class have 1-10 hp and fight as 1st-level fighters; since elves and half-elves cannot be zero-level (except as cavaliers), they are effectively dreamer/fighters incapable of progressing beyond 1st-level fighting skill, but they are otherwise treated as humans without a second class. Regarding the Dreamer Advancement and Abilities Table, "Cumulative XP" applies to those with dreamer as their sole class. Experience is acquired and accumulated just as with other classes, but dreamers do not improve in hit points or attacks; when their accumulated experience has reached the required amount, they are allowed to develop the skills of that level. The saving throws of dreamers without another class are made as clerics of equal level. They may use any armor and weapons; elves and half-elves have weapons of proficiency as per 1st-level fighters and cannot acquire any more; humans are equally inept (i.e., as zero-level fighters) with all weapons. Dreamers without another class begin with two nonweapon proficiency slots and gain another every two levels (see the *Dungeoneer's Survival Guide*, pages 23-29).

Dual-classed dreamers primarily operate according to their nondreamer class, having the hit points, attacks, armor and weapons limitations, saving throws, and special abilities thereof. They also have the abilities of 1st-level dreamers and realize

that they can develop more dreamer skills. Upon receiving experience at the end of an adventure, they decide whether to put all of it in their primary class or improve their dreamer abilities. If the first option is chosen, then the experience is added to the primary class's total, possibly permitting training and advancement in that class. If the second option is chosen, the "XP Cost" (on the Dreamer Advancement and Abilities Table) of the next dreamer level is deducted from the amount accumulated in the adventure and, if necessary, from the primary class's total, as long as the primary class's total does not then go below the minimum for the level the character is at in the primary class (or below zero in any case). If not enough experience points are available to allow this subtraction, the recent experience is simply added to the total of the primary class. If the experience-point cost is met, the dreamer may advance to the next level after training, and the experience points are erased.

Training is essentially the same for dreamers with or without another class. Those who have another class must train for that class first if a level is to be gained in it as well.

For advancement as dreamers, a certain number of weeks of training is required according to the skills to be learned (refer to the Dreamer Advancement and Abilities Table and the ability descriptions that follow). This time must be spent in developing the talents by resting, meditating, lucid dreaming (see ability explanations), and experimenting. No adventuring is allowed.

For example: Ikalam the Visionary is a magic-user/dreamer (levels 7 and 5, respectively) with 67,000 experience points. After returning from an adventure to the Lost Caves of Tulud, she acquires another 7,000 xp and decides to even out her enchanting and dreaming skills. The experience-point cost for a 6th-level dreamer is 10,000; that requires the 7,000 new points and also reduces her primary (magic-user) experience to 64,000. She is now ready to train, and decides to learn *lesser prophecy* first, which takes three weeks. Desiring a change of scenery, she then takes a few weeks off to visit her hometown of Mulwen. On the way, she destroys a band of highwaymen. Ikalam receives no experience, however, because she hasn't finished her training. After another five weeks of learning, she masters *regenerative sleep* and is established as 7th-level magic-user/6th-level dreamer.

There are no set level titles for dreamers, but persons of this sort often adopt an addendum to their name to reflect their special nature. Common titles taken are Augur, Clairvoyant, Dreamer, Medium, Mystic, Prophet, Seer, Soothsayer, Tephramancer, and Visionary.

Most sages surmise that the dreamer ability was originally granted by one or more deities, and it is not unknown for

## NPC CLASSES, DREAMER

characters to be granted one or more dreamer skills by a deity. The power is usually permanent, but may not be passed on to subsequent generations. Such bestowals may be a reward, a punishment, or (rarely) a whim. It is common for there to be a stipulation on the power(s): perhaps it only works at certain times (such as the new moon), with certain preparations (such as after the killing of an albino rat), or anything the DM can think of to make it fun (such as a character cursed to *feign death* whenever alone in the company of a member of the opposite sex; or, in order to utilize the power, the character must eat a certain quantity of a certain food, such as four oranges). An example from Greek mythology of one cursed with prophetic ability was Cassandra, who could see the future; the catch was that no one would believe her. This ability bestowal may open new horizons for DM fun (bounded by careful discretion) and NPC role-playing.

### Dreamer abilities

#### Awareness sleep

Level 3, two weeks of training

This state is a special combination of *light*, *normal*, and *deep sleep*. The dreamer is awakened as per *deep sleep*, regains hit points as with *normal sleep*, but remains sensitive to the environment; the subconscious carefully collects and records all sensory information except sight. Thus, once the dreamer awakens after a designated time, he clearly remembers the sounds, odors, temperatures, and any movement of himself as if he had been awake with his eyes closed. It takes an hour to enter *awareness sleep* and another hour to emerge from it; sensory data from these transitional times cannot be clearly recalled. If forcefully awakened before the designated time, the sensory information is lost (unless the dreamer also has *sleep control*, as noted below). *Awareness sleep* can be sustained for up to 24 hours (including the two hours required for entrance and emergence).

#### Deep sleep

Level 2, one week of training

A dreamer in this state will only awaken from a strong, radical stimulus — such as having a bucket of cold water poured on his head. Otherwise, sleep continues until a designated time (as with *normal sleep*). A dreamer in *deep sleep* regains hit points at the rate of 1 hp every four hours, and he may sustain this state for up to 20 hours at one time.

#### Detect lie

Level 4, two weeks of training

In range and effect, this power is similar to the fourth-level clerical spell of the same name, though it is not reversible. The dreamer attunes himself to the subconscious of the subject to detect if a statement is a falsehood compared to what the subject actually knows or thinks he knows (i.e., only intentional untruths can be noted). It may be used once every six hours.

#### Detect mind

Level 3, one week of training

This power detects minds (defined here as a consciousness having semi- or better intelligence) within a range of 30' per level of the dreamer. The dreamer may concentrate specifically on a single object, creature, or area — for example, *detect mind* would reveal the presence of a mind in an object used as a *magic jar*, or that a being was comatose or under the effects of a *feign death* spell. Note that the body of a creature using an *astral spell* or *astral projection*, or that of a *projected* dreamer, does *not* have a mind within it. The power may be used once every four hours for as long as it is concentrated on.

#### Empathic sleep

Level 3, two weeks of training

This state is similar to *awareness sleep*, but it is receptive to the minds of others and is attuned to the emotional environment as opposed to the physical one. Specific thoughts cannot be detected, but general feelings (antipathy, respect, happiness, frustration, etc.) and a general identification of individuals (by personality, not appearance) is possible. *Empathic sleep* may be sustained for up to 10 hours (including two hours total for entrance and emergence; the time is predesignated). After eight hours in this state, the dreamer also heals 1 hp. A dreamer in *empathic sleep* can be awakened and lose (that is, never consciously know) information as per *awareness sleep*.

#### Feign death

Level 4, two weeks of training

This is the same as the third-level magic-user spell of the same name, except that it can only be used by the dreamer himself. It may be used once a day.

#### Illusion

Level 8, four weeks of training

This power is basically treated as a *spectral forces* spell. The dreamer directly places images and other sensory data in the subject's mind, overriding those actually perceived by the subject's senses. The dreamer may project the *illusion* into the minds of up to two beings for each of the caster's experience levels. Subjects must be

within 60' of the dreamer. An *illusion* can be created once per day and lasts as long as the dreamer concentrates on it.

#### Lesser prophecy

Level 6, three weeks of training

From a state of *light sleep*, a dreamer may receive a *lesser prophecy* at most once in every 12-hour period. It may be utilized to derive the effects of one of the following spells: *augury* (second-level clerical spell), *divination* (fourth-level clerical spell), *portent* (first-level clerical spell), or *predict weather* (first-level druidic spell). Range, duration, and effect are as per the spell chosen, but no material components are required in any case.

#### Light sleep

Level 2, one week of training

A dreamer is likely to use this ability most often during adventuring. The dreamer will doze until awakened by a noticeable environmental change (sunrise or sunset, getting rained on, a change in temperature, etc.) or by an irregular noise or silence, and is much more sensitive than normal sleeping beings. For example, a thief who fails to move silently is still unlikely to wake up most creatures, but a dreamer in *light sleep* will awaken immediately. The character may designate when to wake up, as with *normal sleep*. Hit points are regained at the rate of 1 hp per 10 hours of *light sleep*. It can be sustained for up to 10 hours plus the level of the dreamer.

#### Lucid dreaming

Level 1, no training required

This is simply a state in *normal sleep* wherein the dreams are controlled by the dreamer. *Lucid dreaming* is not unique to dreamers, but through it the dreamers realize and develop their powers.

#### Mass suggestion

Level 9, four weeks of training

*Mass suggestion* can affect more than one subject, as per the sixth-level illusionist spell of the same name. The dreamer may utilize it once per day (see *suggestion*).

#### Normal sleep

Level 1, no training required

This is like any normal person's sleep. Dreaming is normal for the most part and of no particular significance. Hit points are regained at the rate of one every eight hours of *normal sleep*. Dreamers are able to sustain *normal sleep* for up to 15 hours plus a number of hours equal to the level of the dreamer. They may either be awakened like anyone else, or may decide exactly when they want to wake up before they go to sleep.

FOR SALE: ALCHEMY JUG, USED  
NO COMMAND WORD. 7KGP OBO,  
WILL CONSIDER = VALUE TRADES  
CHLORINE WAS BROKEN...UFIX?

**Penetrate disguise**

Level 4, three weeks of training

With this power, the dreamer is able to detect the presence of material or magical disguise. This is done by finding out what the subject knows he actually is. A discrepancy between this and what the dreamer sees indicates something amiss. For example, an assassin may be disguised as a noblewoman or may have been *polymorphed* into a frog, but the assassin's subconscious knows what she actually is. The subject is allowed a saving throw vs. spells to block the dreamer from viewing his mind. Note that a character afflicted by certain forms of insanity (schizoid, megalomaniacal, delusional, schizophrenic, hallucinatory, or hebephrenic) can give the dreamer confusing signals. A hebephrenic person, for example, would subconsciously perceive himself as being a child, though the person may be 40 years old. Unless the dreamer knows the nature of the character's malady, the condition might be mistaken for a disguise. Penetrate disguise may be used once every eight hours.

**Projection**

Level 9, five weeks of training

This ability allows the dreamer to create a visible but noncorporeal projection of himself. The dreamer controls the projection as if it were his body, although it does not have physical limitations; like certain undead, it can walk through solid objects, over water, or whatever. Normal weapons will not harm the projection, but being struck by an enchanted weapon instantly forces the dreamer's mind back to his body. The projection gives the dreamer a full sensory range in the area it is sent to.

The dreamer's projection may exist on the Prime Material plane, or may directly enter the plane of Shadow, Astral plane, or Ethereal plane. Through the Ether, the Positive and Negative Material, Elemental, Para-elemental, and Quasi-elemental planes may be accessed. Movement to these planes is virtually instantaneous, since it is the mind that is traveling.

On the Astral plane, however, a mind adopts a physical form with a *silver cord*. Movement and so forth is as if the dreamer were utilizing the clerical *astral spell* (refer to the *Manual of the Planes* for details). An outer-plane destination may be reached, and upon entering another plane the mind returns to having a visible, noncorporeal form.

To create a *projection*, the dreamer first enters deep sleep, then slips into a semicomatose state (cf. *astral spell*) as his mind leaves the body and is projected elsewhere. The *projection* may be maintained as long as the dreamer desires, until forced back to the body (by being struck as if AC 0 by a magical weapon, or by a

leaves the body and is projected elsewhere. The *projection* may be maintained as long as the dreamer desires, until forced back to the body (by being struck as if AC 0 by a magical weapon, or by a *dispel magic* spell cast within range of the *projection* and successful vs. the dreamer's level), or until the comatose body is disturbed (as if to be awakened from *deep sleep*). This power may be used no more than once per week.

**Prophecy**

Level 10, special training time

This ability is properly known as *tephramancy*, which is the ability to predict the future through dreams. It is the most difficult dreamer skill and potentially the most powerful; certainly it is the best known. Lesser dreamer abilities, such as the three modes of sleeping, work within the dimension of the dreamer's mind; median skills, from *detect mind* to *mass suggestion*, open the dreamer to the minds of others; higher still is *projection*, which allows the dreamer's mind to actually manifest in physical dimensions, albeit noncorporeally. *Tephramancy* is the greatest discipline: It opens the dreamer's subconscious to the dimension of *time*, effectively encompassing all of existence.

It becomes apparent that *prophecy* is difficult to set strict rules for, and what follows are little more than guidelines. The greatest responsibility lies with the DM, who must be exceptionally cautious. Always carefully consider short-term and long-term influences on the characters and campaign.

For effective use of this, it is necessary to arbitrarily define some aspects of the AD&D® game universe. The past is considered set and unchangeable. The future is a myriad of possibilities and likelihoods. The present is where the action is. The possibilities of the future are converted to the concreteness of the past.

After amassing 100,000 experience points (or accumulating 294,000 as a sole class), the dreamer may begin training for *prophecy*. After two weeks of work, the dreamer will have a percentage chance of acquiring the ability equal to the sum of his intelligence and wisdom. If aided by a mentor who already has *prophecy*, 10% is added to the chance. If the roll fails, the dreamer may continue to train, and each week thereafter the chance increases 3% and the dice are rolled again. This reflects the difficulty of developing the talent, and that some dreamers are simply able to develop it faster.

In preparation for utilizing this power, each dreamer has a unique series of actions to perform. One may need to burn and inhale the smoke of a certain rare incense or herb. Another may need to surround herself with rose-scented can-

dles while meditating. The DM is to devise the requirements for each dreamer achieving this skill. Generally, preparations take around half an hour. The dreamer then enters *deep sleep* (in a carefully prepared and comfortable area) for three hours.

Tephramancy makes the dreamer's subconscious virtually omniscient in viewing the past and present (notably excepting objects and persons magically hidden) and the possibilities of the future. From all of this, the subconscious mind compiles the most likely future, and delivers it to the tephramancer in the form of a dream of the predicted series of events. This allows characters to influence their fates.

For example, Tharset the All-Seeing is concerned about his friend, the Arch-Mage Carsyll, who is going to travel through a nasty patch of wilderness. In his prophetic dream, he sees Carsyll ambushed by a small army of orcs. Carsyll slays them, but is so weakened that he falls prey to a demon lord with a grudge against him. From this, Tharset can warn Carsyll, who may not have realized the demon's grudge; Carsyll can travel with more careful preparations in anticipation of the ambush, put off departure for a day, or take a different route. Of course, any of those choices may contain a fate just as bad.

One nasty thing is bound to come up at some point: two dreamers prophesying about the same event. In the previous example, suppose the demon itself employed a dreamer. Theoretically, the second dreamer would have seen that Tharset would warn Carsyll, and the demon would then take the route that Carsyll would then be prophesied to take, but Tharset would see this and warn Carsyll, and so the vicious circle continues. In a case of two dreamers viewing the same person, area, or series of possible events within 12 hours of each other, the one with more experience would receive the prophecy and the other would not (which tells the less experienced tephramancer that someone else is interested in the same thing). In cases of more time difference, the later prophecy is received, and might in effect nullify the first prediction. The DM ought to consider the attendant rivalry among high-level dreamers.

Tephramancy may be employed only once per day. The DM should make the materials for it quite expensive, therefore, to prevent overuse. If the DM feels a dreamer is abusing his powers, it is possible to cause an occasional inaccurate prophecy, provide a foe with a *periapt of protection from prophecy* (see below), or (in extreme circumstances) revoke the power for a time. If there is protest, it isn't too difficult to find reasons, even if it is that "the gods are offended by the misuse

## NPC CLASSES, DREAMER

of your talents" — possibly a divinity or servant could even tell the dreamer personally (by dream, of course) that his *prophecy* power is suspended.

### Read alignment

Level 5, two weeks of training

The subject of this power is allowed a saving throw; if the save fails, the dreamer is able to access the subject's subconscious to reveal the subject's code of values and morals — that is, alignment. *Read alignment* only works on creatures of semi- or greater intelligence (those driven by more than mere instinct) and may be used once in every 12-hour period. Note that this power may reveal much more than a simple alignment; potential (though not actual) treachery or faithfulness can also be determined, as could other factors at the DM's option.

### Regenerative sleep

Level 6, five weeks of training

In this state, the dreamer's brain "closes down" and enters a suspended state. All mental activity is subconscious and entirely directed toward commands for cell regrowth, as directed during at least three hours of trancelike meditation (somewhere between consciousness and lucid dreaming), without interruption, immediately before entering *regenerative sleep*. As such, there is little or no noticeable brain activity, although there is heightened cell activity for regrowth (2 hp regained per hour). Breathing is deep and steady, and heart rate is accelerated.

After up to eight hours of *regenerative sleep*, the character returns to consciousness and feels extremely hungry. He is then able — and will need — to eat a full day's quota of food (three full meals), feeling as though it were one meal. The dreamer can reenter *regenerative sleep* again after three hours of meditation if he wishes to.

No more than five sequential periods of *regenerative sleep* may be safely performed. At that point, the character must spend at least three days in normal activity and sleep to restore depleted stores of essential nutrients and thus allow the cells to readapt to normality. If *regenerative sleep* is continued without the three-day recovery time, healing gains are reduced by half. Furthermore, there is a 10% cumulative chance for each additional *regenerative sleep* period of the regrowth going out of control. After the dreamer's maximum number of hit points is reached, tissues will continue to grow, becoming tumors. At this point, 1 hp per day is lost as the tumors destroy the body's functioning. Only a *cure disease*, *heal*, *limited wish*, *wish*, or *alter reality* spell will reverse this condition; other curative spells will not heal lost, hit points or stop the degenerative condition.

### Sleep control

Level 7, one week of training

This is not a new skill as such, but an improved proficiency in previously acquired dreamer abilities. It allows the dreamer to do the following:

1. While asleep, the dreamer may change his basic sleeping mode (*normal*, *light*, *deep*), as decided beforehand. For example, the dreamer may choose to spend four hours in *deep sleep* and then change to *light* for six more.

2. In *awareness* and *empathic sleep*, the dreamer can retain a small amount of conscious control, so that he is aware of the information being gathered and stored; he may choose to cause himself to awaken from those modes on the basis of the data (such as detecting antipathy in *empathic sleep*). If he emerges from either sort, of his own will or not, a dreamer who has acquired *sleep control* will not forget the information gathered. When this semiconsciousness is utilized, hit points are healed at the rate of 1 hp every 12 hours.

3. In *regenerative sleep*, the dreamer can pay some attention to the healing if he goes beyond the dangerous time, which reduces the cumulative chance of uncontrolled growth to 5% per regeneration period, but at the same time prevents limb regeneration (i.e., 1 hp per hour healing is the only effect).

### Sleep suggestion

Level 7, three weeks of training

This is similar to *sleeper communication* but is effective only at half the range (that is, five miles per level of the dreamer). The subject must be asleep. Except for the duration (one hour per level of the dreamer), it is the same as the third-level magic-user spell *suggestion*, and may be used once every 24 hours.

### Sleeper communication

Level 5, three weeks training

From *deep sleep*, the dreamer may utilize this ability to communicate with the consciousness of another sleeping creature. If the contacted being is having normal or lucid dreams, the dreamer appears in the dream and can communicate in it. If the contacted being is not dreaming (arbitrarily an 80% chance if not known), then the contact has a 10% chance of awakening him, terminating sleep. In the communication, which is made through

dreams, the sender and receiver may appear in any form they wish while communicating. Both will clearly remember the communication when they awaken. *Sleeper communication* has a range of 10 miles per level of the dreamer and may be sustained for a time proportional to the level of the dreamer and inversely proportional to the distance; in other words, the duration in minutes equals the level of the dreamer times 100, divided by the number of miles between the contacting minds. For example, a 7th-level dreamer communicating with a being 50 miles away could do so for 14 minutes. A dreamer may only attempt communication once every eight hours, but has no such limit on receiving communication.

More than one dreamer can contact a mind at the same time. A favorite tactic of high-level dreamers is to communicate inside the mind of a third party, either to allow longer communication time or to permit communication despite considerable distance. The third party usually wakes up thinking that he has had an illogical dream or that he was being contacted by gods or spirits.

### Suggestion

Level 8, three weeks of training

This power is an improvement on *sleep suggestion*, but neither the dreamer nor the subject need be asleep. The *suggestion* does not need to be spoken; it is telepathically placed in the subject's subconscious. In range, duration, and general effect, it is otherwise the same as the third-level magic-user spell of the same name. Dreamers below 10th level may use *suggestion* once per day; 10th-level dreamers may use it twice in a day.

### Telepathy

Level 8, three weeks training

This is an improved form of *sleeper communication* and is treated as that power except that neither the dreamer nor subject needs to be asleep. It otherwise has the same limits on range and usage.

## Dreamer magical items

The following six enchanted devices imitate, protect against, or enhance dreamer abilities. The DM is encouraged to use different forms than those listed (such as a *ring of communication*) for variety.

### Coronet of communication

This thin circlet of precious metal affords the wearer the dreamer abilities of *sleeper communication*, *suggestion*, and *telepathy*, each once per day.

**XP Value:** 2,000

**GP Sale Value:** 20,000

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Dreamer Advancement and Abilities Table

Level	Cumulative XP (as sole class)	XP cost (as second class)	Abilities gained (weeks of training)
1	0	0	Lucid dreaming (0) and normal sleep (0)
2	500	500	Deep sleep (1) and light sleep (1)
3	1,500	1,000	Awareness sleep (2), detect mind (1), and empathic sleep (2)
4	4,000	2,500	Detect lie (2), feign death (2), and penetrate disguise (3)
5	9,000	5,000	Sleeper communication (3) and read alignment (2)
6	19,000	10,000	Lesser prophecy (3) and regenerative sleep (5)
7	44,000	25,000	Sleep control (1) and sleep suggestion (3)
8	94,000	50,000	Illusion (4), telepathy (3), and suggestion (3)
9	194,000	100,000	Mass suggestion (4) and projection (5)
10	294,000	100,000	Prophecy (special)

**Crystal of awareness**

A rock-crystal shard of this nature enables the user to perform the following dreamer skills: *awareness sleep*, *detect mind*, *detect lie*, *empathic sleep*, *penetrate disguise*, *read alignment*, and *sleep control*. These powers may each be used once per day, except *awareness* and *empathic sleep*, which may be used once per week. If the user is a dreamer, this ring also confers the ability to remember sensory information going into and out of *awareness* and *empathic sleep*.

**XP Value:** 2,500

**GP Sale Value:** 20,000

**Jewel of projection**

By staring at this magnificent gem and entering a trance, the user is able to create a *projection* of himself. It is otherwise identical to the dreamer power, and may be used once per week.

**XP Value:** 4,000

**GP Sale Value:** 35,000

**Periapt of prophecy protection**

This small device renders the bearer invisible to attempts of *prophecy*: any prophecies in which the bearer would be involved are constructed as if the bearer did not exist. The *periapt* also prevents *sleeper communication*, *sleep suggestions*, *suggestion*, and *telepathy*, and makes the individual immune to *mass suggestion*.

**XP Value:** 1,500

**GP Sale Value:** 10,000

**Potion of regeneration**

A sip of this fluid gives the taster a tingling feeling. Imbibing the whole dose causes the drinker to enter *regenerative sleep* immediately, for eight hours.

**XP Value:** 500

**GP Sale Value:** 4,000

**Talisman of dreams**

This item, which can take any of several forms (usually a small object or piece of jewelry adorned by curious runes) gives the bearer the power of *prophecy*. Any dreamer will recognize it for what it is, and will be able to use it fully. A non-dreamer can be taught how to use it by a 6th- or higher-level dreamer. This takes two months minus one day per point of intelligence and wisdom of the learner; otherwise, the tephramancy will occur at random, allowing a 5% chance anytime the bearer is asleep of prophetic dreams of anything important to happen soon. Controlled or randomly, this foresight can operate once per week.

**XP Value:** 4,500

**GP Sale Value:** 45,000

**SCRYE LOCK**

WHETHER JEALOUS RIVAL,  
FORMER FELLOW ADVENTURER,  
ARCH-DEVIL OR DEMON PRINCE,  
YOUR PRIVACY IS YOUR OWN!  
PROTECT IT, WITH SCRYE LOCK.

**The dreamer in the campaign**

Obviously, a dreamer has skills that can be used in dungeon and wilderness adventures, but a more important and unique niche can be developed in the larger campaign setting. Two ideas follow, mostly applying to NPCs; these are generally usable when the dreamer reaches 10th level and either plans to retire from play or seeks new horizons.

*The Royal Prophet:* As the Magician is an important court functionary, even more prominent can be the Personal Soothsayer of the monarch or noble — especially if the dreamer has spell-casting talents.

Several scenarios can come from this. It is not entirely disagreeable to hold such a position (it is possible to be as high as upper-upper class in service of a great monarch), and to do so could be the goal of a dreamer of humble origins.

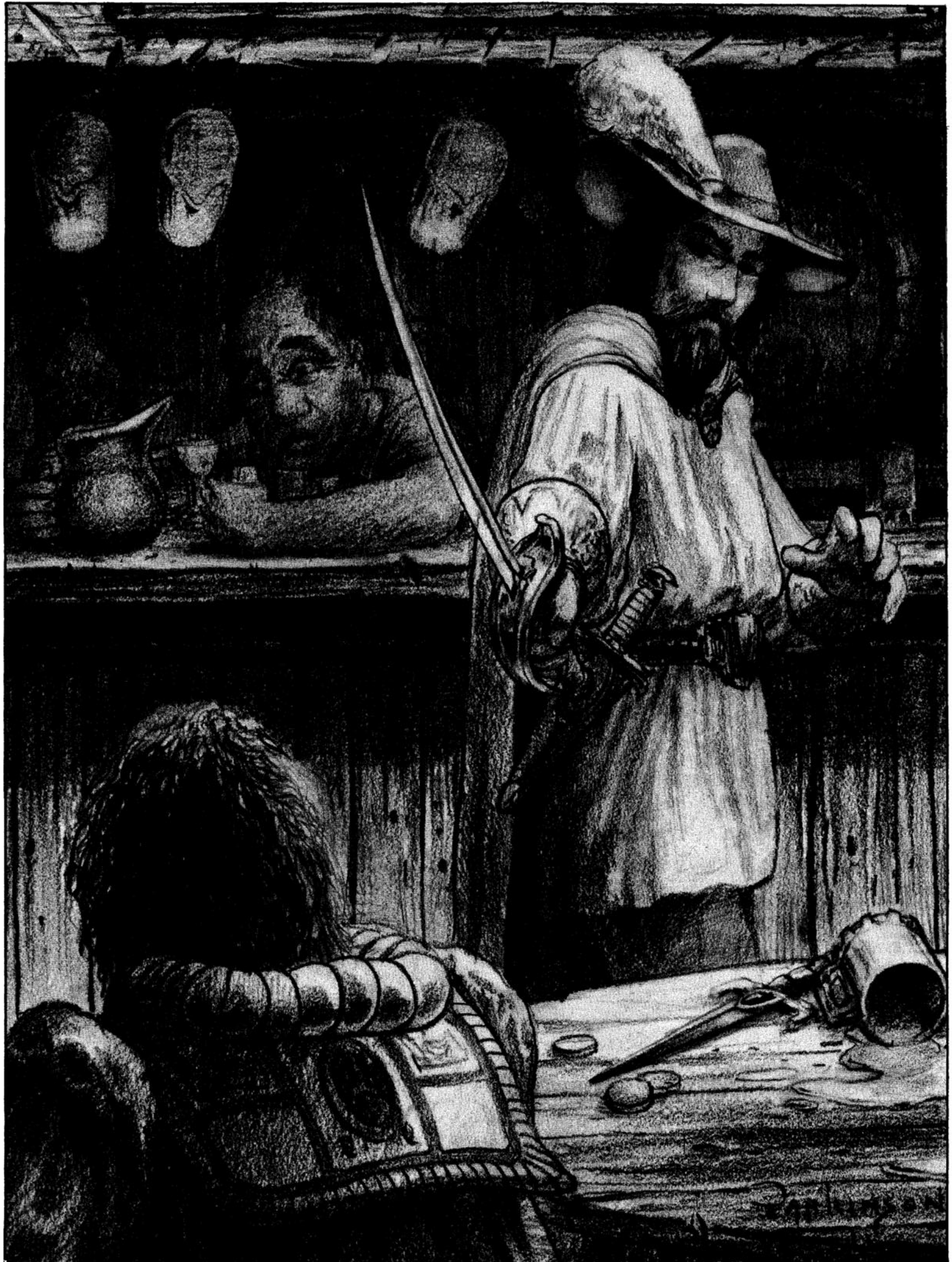
Of course, not everyone likes court intrigue, but perhaps the one whose court it is wants the dreamer's services even if they have to be obtained by force. Forewarned by his tephramancy, the dreamer could seek the protection of PCs (possibly paying in services), or be a player character trying to avoid "employment" or escape from forced servitude.

*The Oracle:* This position especially appeals to cleric/dreamers. A respected and famous prophet can establish himself somewhere (perhaps a temple, holy shrine, ancient ruin, or any out-of-the-way place; the more famous and respected the prophet, the more difficult to get there) and live comfortably off offerings left in return for the telling of fate. Just being so far away and legendary also increases one's reputation greatly. Though it can be boring for a PC to be an oracle, a wilderness adventure to see an oracle can be a challenge. The oracle may also demand a quest as payment or merely to prove worthiness for an audience. The prophecy itself can be a challenge. Dreamers who are themselves uncertain as to what their dreams mean tend to give answers that can be interpreted in a variety of ways. And, of course, the compensation for the prediction can lighten the characters of that load of treasure they accumulated on the way there.

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# DRAGON MAGAZINE



# THE DUELIST

## A chaotic non-player character who likes to make people pay

by Arthur Collins

Rain fell steadily outside on the balcony, running off to fill the ruts in the road. The chancellor sat at his desk, his expression as sullen as the sky, but lit by no flashes such as occasionally brightened his office. The council meeting had not gone well. The king had scorned his advice again, and turned to the ever-more-popular young Lord Alfstan of Golvring, who kept up his prattle about cleansing the government of corruption. Honest men are dangerous, thought the chancellor. But what to do? Thunder growled in answer to his mood.

After a time, a change came over the chancellor's face. Honest men are dangerous to others, he thought, but *honorable* men — young, valiant, *noble*, honorable men — they can be made a danger to themselves. Quickly, he fetched writing materials and wrote a brief note, without signature or seal. He called for a trusted lackey, gave him the missive, and said only, "Leave this with the innkeeper at the Laughing Trout." The lackey glanced at the address, which said only *Holgrim*. The chancellor grinned as the messenger headed for the rain-soaked street below. . . .

"It's going on right under my nose, Gunnar!" The fat man almost choked on his outcry. His fellow merchant only sipped his beer and said, "Calm down, Wulfram. People will notice." But that hardly seemed likely in the roaring inn. Bawdy songs competed with three-score drunken men discussing everything but the cursed weather. Smoke from the fireplace and steam rising off drenched cloaks hung around the common room, shrouding it in a thick haze.

Wulfram continued talking to Gunnar, in an angrier but quieter voice. "I've told her, I don't want that young leech around. But every time I look, there he is lounging in *my* chairs, eating *my* food, and making verses to *my* wife. And that's not all he's making — I found one of his lute strings in my wife's chambers. She said she only took it there to compare it with her spare strings; she said he needed a new one. But I'm not so old and slow that I'm blind." Wulfram ended on a note of self-pity, such as often heard from rich, middle-aged men who marry young wives. His friend Gunnar made sympathetic noises, and then began to give him low-voiced counsel, pausing often to look around as if he feared being overheard, finally pointing out a figure in a corner booth.

In the corner of the Laughing Trout's common room sat a very wet man. He looked neither old nor young, rich nor poor. His dress did not particularly advertise his profession. Only the scabbard lying across his knees and his good gloves might give one to guess that he made his living at arms. At the moment, he was reading a hastily scrawled note given him a few moments ago by an equally drenched man.

Sipping his wine reflectively, the man named Holgrim mused on the ways of fortune. *Not a job in sixteen days*, he thought, *and now this*. . . . *Not a bad fee, but how do I find the man named in this document?*

At that moment a group of young nobles came cascading

through the door, led by the king's new reeve, Lord Alfstan. *Well, well*, thought the man. *Here comes the rent.*

Then Holgrim glanced to the side and saw a rather fat, greasy man approaching him. *Wulfram the wool merchant — coming to me?* Holgrim thought. *It never rains but it pours, they say.* He chuckled to himself, just as old Wulfram cleared his voice and said nervously, "Master Holgrim?"

Holgrim invited the merchant to sit, and heard his tale. They agreed on a price, and then Holgrim rose, saying, "It may take me a few days to attend to your business, Master Wulfram, but I'll see to it as soon as may be. Shortly, I may have to leave town for a while." Leaving the merchant to pay his bill, Holgrim stood up, loosened his sword in its scabbard, walked up to the dashing young royal favorite, and announced to the crowd at large certain speculations about family life at Golvring Castle. The crowd gasped, the innkeeper began to put his breakables below the bar, and Holgrim the Duelist set himself to practice his trade.

\* \* \*

For as long as personal combat has been going on, there have been specialists who would sell their prowess at it. Some have sold their services as mercenaries; this article has nothing to do with them. Mercenaries tend to be group-minded and barely proficient at arms; their place is to fill out a troop of soldiers. The emphasis in soldiering is on maneuver and cooperative effort. It is very fitting that most mercenaries in the AD&D™ game are permanently 0-level fighters. Repeated and frequent success in one-on-one combat requires something that a mere soldier is not up to providing. The specialists in personal combat became not mercenaries, but duelists.

And so evolved a distinct kind of profession. In Roman times, there were the gladiators, who made their way up from ignominy to international honor through their individual skill alone; in Renaissance times, there were the fencing instructors, who taught young rakes how to duel (and live to brag about it) the way that other specialists taught them how to dance or take snuff; and in all times, there have been the hired swords ("hired guns" in the Ole West), who have wandered about, fighting for glory, or money, or for lack of a better calling in life. The duelist non-player character class for the AD&D system represents this type of expert — one who makes his living by selling his skill in individual combat.

Typically, the duelist is of common birth. Serfs are given no opportunity to learn to bear arms, and nobles who take up arms as a profession tend to become fighters or paladins. Sometimes, as with the Roman gladiators, duelists are of the lower class, though they might have wound up that way not by accident of birth but by running afoul of the law. Sometimes they are of the lesser nobility — younger sons of younger sons, with no inheritance to give them status and no mind to be soldiers. Sometimes

## NPC CLASSES, DUELIST

they are merely disaffected types, loners or even outcasts, whose only claim to fame is their reputation with their blade.

This way of describing a duelist goes far to explain the alignment preferences of the class. The duelist has little use for law as an ethical principle, whether the law involved is good, bad, or neutral. Besides the fact that their profession is often illegal (though they are sometimes used by the protectors of the law), duelists also shy away from lawfulness because of their general outlook on life: They see things in individual terms (me against you), not in group terms (us against them). To be sure, most duelists are scrupulous about fulfilling contracts, but this is not a lawful-minded tendency so much as a matter of professional (by definition, individual) honor. Besides, an unreliable duelist gets no contracts.

Duelists, you see, have something of a code to live by, a parody of the knightly code of arms. The knightly code is born of law: Arms are to be used to execute justice; fair play (not taking undue advantage of an opponent) should influence behavior; the warrior is part of an arms-bearing brotherhood pledged to defend the community.

By contrast, the duelist lives by a highly individualistic (i.e., chaotic) code. Professional skill is exalted rather than the obligation to do justice: if the duelist's conscience sometimes accuses him of being a mere assassin, he tells himself he is just doing his job (and *doing it well*, by thunder!). Professional pride is a more important consideration than "fair play" — a duelist, like a knight, does not take undue advantage of an opponent, but a knight does this to be fair, while a duelist does it lest his reputation be besmirched. (This explains why a duelist will not use poison or flaming oil in personal combat — these are tools good

### THE DUELIST

#### Minimum ability scores:

Strength: 9

Intelligence: 10

Dexterity: 15 (17+ = 10% bonus to earned experience)

Constitution: 9 (hit-point bonuses as for fighters)

**Racial stock:** Human or half elf

**Hit die type:** d12

**Spell ability:** None

**Class level limit:** 15 (Grand Fencingmaster)

#### A armor & weapons permitted:

Armor: Leather

Shield: None

Weapons: Dagger, scimitar (cutlass, sabre), quarterstaff, bastard sword, broad sword, long sword, short sword

**Oil:** No

**Poison:** No

#### No. of attacks per round:

Duelist level 1-4: 1/1

Duelist level 5-9: 3/2

Duelist level 10-14: 2/1

Duelist level 15: 5/2

#### Weapon proficiency:

Initial no. of weapons: 3

Non-proficiency penalty: -2

Added proficiency/level: 1/3 levels

**Alignment:** Neutral good, neutral evil, chaotic good, chaotic evil, chaotic neutral, or true neutral

enough for a cheap assassin or a stupid tavern brawler, but it would be seen as a failure in the area of his professional skill and bravery for a duelist to do the same.) The duelist is a loner, which means his worth is not measured by his attainments as a member of a warrior class, but by his individual achievements.

And so the world fears, admires, shuns, and brags of acquaintance with the duelist, all at the same time. He is both hero and villain. And he does have his place, not only as a hired sword (or, in some cultures, as a professional athlete). Running a fencing school, as many duelists do, is a very respectable occupation. It should be noted that what a Fencingmaster turns out of a fencing school are not necessarily more duelists — it takes more than

just fighting ability to fit that mold, it takes a certain kind of person. The Fencingmaster's customers are young men who desire to be accomplished at the skills of dueling — but who may be incapable of actually becoming duelists.

In a society or culture in which a gentleman is expected to be skillful at arms (even if the gentleman is obviously unfit for it), the Fencingmaster's school becomes a combination hangout, gymnasium, betting parlor, and male gossip-shop all rolled into one, and the Master himself is a man of reputation who is not only dangerous to cross but who can expel you from much of society by simply barring you from his hall. A paradox: The Fencingmaster has no place in society (being base-born and having to work for his living), but he is in many ways one of the keepers of the keys to society's door, like the innkeeper of the most fashionable watering hole. And, like inns, there is no better place to hear certain kinds of news than a fencing academy.

Athlete, hired killer, or patron of youthful nobility, the duelist plays many roles, but he is always what he is. Grim or merry, devious or straightforward, famous or infamous, he stands on his own merits.

### Experience Level Table

Experience	points	level	12-sided dice for accumulated hit points	Level title
0 —	2,500	1	1	Beginner
2,501 —	5,000	2	2	Brawler
5,001 —	10,000	3	3	Fencer
10,001 —	20,000	4	4	Challenger
20,001 —	40,000	5	5	Gladiator
40,001 —	80,000	6	6	Bladesman
80,001 —	160,000	7	7	Master Bladesman
160,001 —	320,000	8	8	Superior Duelist
320,001 —	640,000	9	9	Expert Duelist <sup>1</sup>
640,001 —	960,000	10	10	Fencingmaster <sup>2</sup>
960,001 —	1,290,000	11	10+2	Fencingmaster, 11th
1,290,001 —	1,600,000	12	10+4	Fencingmaster, 12th
1,600,001 —	1,920,000	13	10+6	Fencingmaster, 13th
1,920,001 —	2,220,000	14	10+8	Fencingmaster, 14th
2,220,001 +		15	10+10	Grand Fencingmaster

<sup>1</sup> — Only duelists with 17+ dexterity can attain this level or higher.

<sup>2</sup> — Only duelists with 18 dexterity can attain this level or higher.

Grand Fencingmasters are not limited in number, as are holders of top levels in the assassin, druid, and monk classes.

A duelist may have no henchmen until he or she attains at least 7th level.

Of all *fighter* encounters in a city or town, 5% (roll of 1 on d20) will be with a duelist.

Duelists are regularly engaged to slay people for hire (often by "calling out" their opponents), and the fees for assassins' work are typical of duelist fees, for which the duelist gains experience.

Likewise, the duelist gains experience points from the Assassination Experience Points Table for every foe he overcomes in single, open combat. Opponents so sought must be armed with a weapon, as opposed to being armed solely with natural weaponry (such as many monsters have).

Giving the duelist 12-sided hit dice is not intended to convey the impression that duelists are monstrous hulks, like sumo wrestlers. As the DMG points out (p. 82), hit points "reflect both the actual physical ability . . . to withstand damage . . . and a commensurate increase in such areas as skill in combat and similar life-or-death situations, the 'sixth sense' which warns the individual." And again, "the balance of accrued hit points are those which fall into the non-physical areas . . ." In other words, a character taking damage in a long fight is not necessarily getting cut up so much as he is getting worn out; his concentration lags, his arms get tired, his feet begin to drag, until he is down to his last few hit points. That's when one simple thrust

might kill him, as it would any man — when he is open to the blow. By definition, a duelist is an expert at hand-to-hand combat; his inventory of tricks, his professional skill, and his stamina are superior to those of other fighter-types. By giving the duelist 12-sided hit dice, these superior abilities are expressed in game terms. A 10th-level duelist will average more hit points than a 10th-level fighter, thus giving the former an appropriate edge in one-on-one combat; the duelist can outlast and wear out an opponent who is less skillful than he.

A duelist is surprised only on a roll of 1 on d6, and his code of “honor” makes him dislike attacking by surprise in a one-on-one fight. (But he is no fool; survival is ultimately more important than “honor,” and surprising an opponent is certainly not prohibited.) However, he only gains experience points on the Assassination Table if the fight is entirely conducted in the open — unless his intended victim surprised *him*. Note that “open” merely means man-to-man, without surprise being used by the duelist. It does not imply a *public* fight, nor does it entail a challenge conveyed through seconds. The DM will have to adjudicate all situations that require a ruling on whether or not the duelist will get experience points for a one-on-one fight.

When fighting opponents armed with weapons (other than missiles), the duelist gains bonuses to his armor class, simulating his superior skill in parrying blows. He also gains bonuses “to hit” and damage (referred to in the table below as the “combat bonus”) when fighting an opponent who is using a hand-held weapon. This bonus increases when the duelist is fighting an opponent using the *same* weapon the duelist is using:

Level of duelist	AC bonus	Combat bonus	Combat bonus vs. same weapon
1-3	+1	+1	+1
4-6	+2	+1	+2
7-9	+3	+2	+3
10-12	+4	+2	+4
13-15	+5	+3	+5

Duelists use the combat tables and saving-throw tables for the fighter class, and conform to the specifications of that class with regard to psionics and the use of magic items. In addition, they are considered as fighters for any other determinations not specifically mentioned herein.

When fighting humanoids of size S or M in hand-to-hand situations, the duelist (and his associates) gain a +10% bonus to morale. The associates get this morale bonus only if they know the duelist for what he is — that is, a member of the duelist class.

### Duelists' special abilities

**Parrying the death blow:** If the duelist receives a hit from a weapon which would finally take him to 0 hit points or lower in that blow, he gets a saving throw (vs. death). A successful save indicates no damage. On a second such death-blow attempt made during the same melee (but not during the same round; see below), before the duelist has regained some hit points through healing or other means, a successful save indicates half damage from the blow (or the duelist is reduced to 1 hit point, if that is necessary to keep him alive). A third such saving throw in the same ongoing melee is not allowed unless the duelist has first had some hit points restored. This special parrying ability applies only to attacks with hand-held weapons made by weapons-users. Thus, the duelist gets a save vs. a minotaur's axe or a hill giant's club, but not vs. a dragon's bite, a pseudo-dragon's sting, or a scythe-blade trap.

This special ability comes into play when the duelist is down to few enough hit points so that his opponent's potential maximum damage *could* kill the duelist with a single blow. The opponent's potential maximum damage, for purposes of this determination, is the maximum damage of the opponent's weapon, plus any bonuses that apply to the opponent's damage figure. If the opponent scores a hit, the duelist may attempt to parry the blow before dice are rolled to determine the actual damage.

Example: An opponent with a strength of 18/03 using a +1 long sword could potentially do 12 points of damage — 8 with the sword, +1 for the magic, and +3 for his damage adjustment

due to strength. The duelist then has the option to attempt his parry when he is reduced to 12 hit points or less vs. this opponent, *after* the opponent has rolled a “to hit” die successfully, and *before* damage is actually assessed. Should the duelist be down to 5 hit points or less, he must attempt to parry automatically, since the minimum potential damage his opponent can inflict with a successful hit is 5 points — 1 with the sword, +1 for the magic, +3 for his damage adjustment.

As long as an opponent's minimum potential damage is less than the duelist's remaining hit points, the duelist does have a choice in whether or not to attempt to parry the death blow. After all, this is a last-gasp trick, and he might want to keep it as an “ace in the hole” for one more round. Should the duelist be fighting more than one opponent, he may be forced to choose which of two or more equally deadly blows he will attempt to parry; he cannot try this trick twice in a round. Life is full of hard choices, isn't it?

**Two-weapon combat:** Duelists take 1 less point off in penalties for off-hand weapon swings in two-weapon combat, but they will only fight in such a fashion against other two-weaponned humanoids or plain old monsters. The duelists' code forbids them to seek a two-weapon advantage over a one-weaponned opponent, except in life-or-death situations.

**Resistance to fear:** Duelists make all saving throws vs. *fear* attacks at +2.

**Identify magical properties:** At 10th level and above, a duelist has a 5% chance per level of identifying the magical properties of weapons usable by his class. (One attempt per weapon per level.)

### The Fencingmaster and his school

At 10th level (Fencingmaster) and above, the duelist has the option of establishing a fencing school. Such an establishment must be located in a large town or city, and must have adequate supplies and sufficient space for the exercises and activities that will go on there. Employment of a swordsmith is mandatory for such an establishment. The Fencingmaster will then attract students to his school.

Hiring a Fencingmaster as a teacher will cost 200 g.p. a month, and one can only be hired for a month at a time. Each month of work with a Fencingmaster gains a student a 10% cumulative chance of gaining a +1 “to hit” with a particular weapon the Fencingmaster employs. Dice are rolled *once*, at the end of the training, to see if the student gets the +1. This training must be uninterrupted by adventuring, and there is a maximum 60% chance of gaining the bonus. If the roll fails, the training must begin all over again. A student earning a +1 with a particular weapon (e.g., a long sword) cannot earn a further bonus with that weapon by continuing to study with a Fencingmaster, no matter how long he or she trains — but the +1 “to hit” could be gained in this way for more than one weapon, if the student engages in additional instruction.

The Fencingmaster can handle up to 30 students at a time, but if he goes out adventuring for more than 3 days in any month, his students will suffer from his absence, because their training will have been interrupted for too long — and the Fencingmaster will accordingly be deprived of the income those students would have provided.

The number of students a Fencingmaster has at a given time can be determined randomly by rolling 5d6 to see how many students a Fencingmaster has, and adding one student to the result for every 3 points of charisma the Fencingmaster has, up to a maximum enrollment of 30.

Fencingmasters, unlike fighters, acquire no *followers* upon reaching name level (10th), even if they establish a school.

Duelists' reputations have a tendency to get around, and they are known, or known about, to a greater extent as they become more accomplished. Most duelists will be aware of other duelists of equal or higher level operating in the vicinity. Sometimes a duelist will “call out” another duelist on his own initiative, just to prove himself. Grand Fencingmasters are more often revered than challenged, however, and this is also the case with many other duelists of great reputation and high charisma.





# LEOMOND'S TINY AD

## Let them entertain you

~~~~~ by Lenard Lakofka ~~~~~



Entertainers are members of a complex character class with three major sub-classifications. The entertainer, to begin his or her life of giving performances, needs very low minimum ability scores. However, once he or she specializes in one of the available sub-classifications, then requirements become stiffer. Listed below is the minimum score needed in each ability for a Stagehand, each of the three sub-classifications (Juggler, Acrobat, Troubadour) that become available to the character once the Stagehand becomes a Performer, and the two high-level special categories (Showman and Entertainer).

|             | Str                                        | Int | Wis | Dex | Con | Cha |
|-------------|--------------------------------------------|-----|-----|-----|-----|-----|
| Stagehand   | 6                                          | 9   | 6   | 10  | 10  | 9   |
| Juggler     | 9                                          | 9   | 13  | 16  | 12  | 9   |
| Acrobat     | 13                                         | 9   | 6   | 15  | 15  | 9   |
| Troubadour  | 9                                          | 15  | 6   | 10  | 10  | 15  |
| Showman     | as per the sub-groups selected, (see text) |     |     |     |     |     |
| Entertainer | 13                                         | 15  | 13  | 16  | 15  | 15  |

Entertainers can be of any alignment; in cases of doubt, or where random determination is desired, use this table:

|                       |                    |
|-----------------------|--------------------|
| 01-40 pure neutral    | 89-92 lawful good  |
| 41-52 neutral good    | 93-95 chaotic good |
| 53-64 lawful neutral  | 96-98 lawful evil  |
| 65-76 chaotic neutral | 99-00 chaotic evil |
| 77-88 neutral evil    |                    |

Race, secondary profession, and the makeup of the party can influence the determination of alignment in some cases.

### Weapons and armor

Stagehands are allowed leather armor. No sub-class is ever allowed scale, ring, plate, padded, studded leather, or splint. A Troubadour may wear chain mail and may carry a shield when adventuring. A Juggler may wear magical chain that leaves the arms bare. An Acrobat cannot wear chain of any type. All sub-classes may use *bracers of defense*, or any of the various

magical jewelry (brooches, talismans, necklaces, rings, etc.) that offers protection. Troubadours may wear cloaks and robes if they wish, but garments such as these would inhibit Jugglers and Acrobats.

The first weapon of a member of the entertainer class is usually either a dagger or a club, with some few knowing the use of the quarter staff. One new weapon is gained at third level and another at seventh level. Double-class entertainers (see hereafter) may add a second new weapon at third and again at seventh level, and those who seek to advance all the way to becoming an Entertainer get a third new weapon at both third and seventh levels.

The weapons made available to the entertainer as he or she begins advancing in one of the major sub-divisions are as follows:

**Juggler:** Any hand-held throwing weapon (hand axe, dagger, hammer, spear, javelin, dart, etc.) will be taken at third level. At seventh level, he or she may choose another throwing weapon or select a short sword, long sword, broad sword or quarter staff.

**Acrobat:** A member of this sub-group may select any of the following: short sword, hand axe (hand-to-hand or thrown), dagger (hand-to-hand or thrown), dart, hammer, or horsemen's mace.

**Troubadour:** A member of this sub-group may use a scimitar, morning star, flail, hammer, mace, quarter staff, long bow, short bow, or any type of sword except a bastard sword or two-handed sword.

### Magic items usable

The entertainer may use any magical weapon that his or her sub-class may know, as well as the magical armor and jewelry described above, including all types of magic rings except those usable only by magic-users. An entertainer can use any potion allowed to all classes. He or she can use scrolls of

## THE ENTERTAINER CHARACTER CLASS GROUP

| Experience points | Level | Dice for accumulated hit points (see text) | Level titles for:                                                   |           |                          |
|-------------------|-------|--------------------------------------------|---------------------------------------------------------------------|-----------|--------------------------|
|                   |       |                                            | Jugglers                                                            | Acrobats  | Troubadours <sup>1</sup> |
| 0— 850            | 1     | 1d4                                        | Stagehand                                                           | -----     | -----                    |
| 851 — 2,250       | 2     | +1d4                                       | Performer                                                           | -----     | -----                    |
| 2,251— 4,600      | 3     | +1d6 or +1                                 | Catcher                                                             | Balancer  | Storyteller/Joker        |
| 4,601— 10,000     | 4     | +1d6 or +1                                 | Blade                                                               | Athlete   | Rhymer/Player            |
| 10,001— 17,500    | 5     | +1d6 or +1                                 | Manipulator                                                         | Gymnast   | Singer/Musician          |
| 17,501— 37,500    | 6     | +1d8 or +1                                 | Deluder                                                             | Trapezist | Poet/Clown               |
| 37,501— 75,000    | 7     | +1d8 or +1                                 | Deceiver                                                            | Aerialist | Actor/Mime               |
| 75,001—200,000    | 8     | +1d8 or +1                                 | Trickster                                                           | Tumbler   | Star/Jester/Fool         |
| 200,001—400,000   | 9     | +1d8                                       | Juggler                                                             | Acrobat   | Troubadour               |
| 400,001—600,000   | 10    | +1d10                                      | ----- "double title" of Showman/Showwoman (for any sub-group) ----- |           |                          |
| 600,001 +         | 11    | +1d10                                      | ----- Entertainer (for any sub-group) -----                         |           |                          |

<sup>1</sup>—A troubadour sometimes prefers to be more serious in his profession and thus will elect to be more of an actor than a comic. A choice of titles is thus provided for troubadours of a given level.

## NPC CLASSES, ENTERTAINER

protection, but not scrolls of spells. An entertainer can freely use magical clothing that is not specified for use by only one class (i.e., boots, gauntlets, girdles and helms). Cloaks and robes will prevent juggling and acrobatic functions and must be removed first before the performance of the function will be allowed.

Entertainers can use magical books, tomes, and manuals that affect ability scores, but not those that affect levels of experience or allow the construction of golems. They cannot use scrying devices of any kind. In general, they can only use items that can easily be transported by themselves alone (in a backpack, hand-carried, in a pouch, etc.). Large items will be forsaken and will usually not operate for them in any case.

### Combat abilities

Entertainers fight as thieves and obtain the saving throws and magic resistances of a magic-user in general melee. However, each sub-class has some advantages in particular situations:

In regular hand-to-hand melee, an Acrobat gains a +2 bonus to armor class for each point of dexterity above 14.

In weaponless combat, an Acrobat gains a bonus of +2% per level above 2nd, on both the "Base Score to Hit" table and the particular Result table being used.

When firing a bow, a Troubadour uses the fighter table instead of the thief table for "to hit" determination.

If a Juggler is the target of a thrown weapon and sees it coming, he or she has a 15% chance per level above 2nd to catch the weapon. An Acrobat in the same situation gets a +2 bonus to AC for each point of dexterity above 14.

If a Juggler is the target of a fired arrow or crossbow bolt and sees it coming, he or she has a 5% chance per level above 2nd to deflect the arrow or bolt. An Acrobat in the same situation gets a +2 bonus to AC for each point of dexterity above 14.

If a Juggler throws a hand-held weapon with which he or she is trained, he or she receives a +1 bonus "to hit" for each level above 2nd.

If a Juggler is subjected to any illusion, including invisibility, at a range of 10 feet or closer, he or she has a 7% chance per level above 2nd to disbelieve and discover the illusion, in addition to the character's usual saving throw.

If a Juggler is attacked by telekinesis or levitation, he or she gains a magic resistance of 5% per level above 2nd. For an Acrobat in the same situation, the magic resistance is 15% per level above 2nd.

If a Juggler puts on or is forced to put on a pair of cursed gauntlets, the character has a 15% chance per level above 2nd of being able to remove the gauntlets — but only one such attempt can be made per day. An Acrobat in the same situation has a 5% chance per level above 2nd to remove the gauntlets.

If an Acrobat puts on or is forced to put on a pair of cursed boots, the character has a 15% chance per level above 2nd of being able to remove the boots — but again, only one such attempt can be made per day.

A Troubadour who is the target of a charm, command, or other control-type magic gains a bonus to his or her saving throw of +1 per level above 2nd.

A Troubadour who is the intended target of any sort of scrying, or a spell such as *ESP*, gains a magic resistance of 8% per level above 2nd against such attempts.

A Troubadour gains +3 on all allowed saving throws whenever the character is the target of an attack involving psionics.

If a Troubadour puts on or is forced to put on cursed jewelry, he or she has a 4% chance per level above 2nd of being able to remove the jewelry (as above, one attempt per day).

A Troubadour has a 3% chance per level above 2nd of being able to detect lie whenever a falsehood is told to the character, but only one such attempt can be made for each falsehood.

If a Troubadour is given any "fake" item (paste jewelry, fool's gold, an item with an illusion cast on it, a magic item drained of all its charges, etc.), the character has a 7% chance per level above 2nd to know that the item is not what it might appear to be — but only one such attempt can be made for each item.

### Races of entertainers and allowed multi-classes

Humans, elven, and half-elven entertainers may progress to the rank of Entertainer (i.e., 9th level Juggler/9th level Acrobat/9th level Troubadour). Dwarves may be Jugglers and/or Acrobats but not Troubadours; they can advance to the rank of Showman (9th level Juggler/9th level Acrobat). Gnomes can advance to 7th level in any single entertainer profession (Juggler, Acrobat, or Troubadour). Halflings make good Jugglers (they may rise up to 9th level) and fair Troubadours (5th level maximum). Half-orcs cannot be entertainers at all due to their low charisma and dexterity.

An entertainer who plans to become a double-classed entertainer or a triple-classed entertainer (perhaps with the goal of becoming an Entertainer and thus an 11th level character — see hereafter) cannot be multi-classed in any other profession. He or she may give up entertaining and take up another class (as is allowed to any human) as permitted by alignment. An entertainer cannot become a bard or vice versa.

Demi-human entertainers may be multi-classed as follows: Halflings may be Juggler/thieves or Juggler/fighters. In a band of halflings, there may be a non-player character Troubadour/fighter or Troubadour/druid. Elves and half-elves may be Juggler/thieves, Juggler/assassins, Acrobat/thieves, Acrobat/assassins, Juggler/magic-users, or Troubadour/druids. Gnomes may become Juggler/illusionists or Acrobat/assassins. Some few Troubadour/fighters might be found as non-player characters in a gnome band. Dwarves can be Juggler/thieves or Acrobat/assassins. No other multi-class combination is open to a dwarven entertainer.

### Hirelings and henchmen

Entertainers can be hired by, or become the henchmen of, members of any class except bards, clerics and monks. Troubadours, especially, are common henchmen of fighters, rangers and paladins. Acrobats and Jugglers are common henchmen of magic-users, illusionists, thieves and assassins. As a henchman the entertainer might become an advisor as well.

Entertainers cannot employ henchmen until they are 7th level themselves. The characters who might come to them are entertainers of the same sub-class, illusionists, thieves, assassins, fighters, and perhaps druids. Any of the above classes might be hirelings of an entertainer as well. A paladin, ranger, cleric, monk, or bard will not become a henchman or hireling of an entertainer. A lawful magic-user will not join an entertainer, but a chaotic one might.

### Benefits of upper level entertainers

Upon reaching seventh level, an entertainer may buy or build a small theater or large tent. He or she may hire other entertainers to perform therein. Entertainers of seventh level or higher may charge an admission of 1 s.p. per level for a performance, and levels are cumulative so that a Juggler/Troubadour (9th level in two professions — also called a Showman) could charge 18 s.p. per head for his or her performance. Additional acts on the bill can add to the price of the ticket, of course.

Once a theater is established, the entertainer will find his advertising costs (see hereafter) cut by one-third, and his accumulated props and sets will allow his "success money" (see hereafter) to be reduced by one-fourth.

### Giving performances

All entertainers desire to perform before an audience. Those having bare minimum ability scores can never achieve third level or higher in any sub-division. They might, however, still be associated with the theater, acting or doing some type of performing, but they will never achieve any great success. Stagehands and Performers are just beginning to learn their art and haven't decided on a specialty yet. They gain none of the bonuses that apply to third level or higher in the sub-divisions.

A Stagehand or a Performer might know how to carry a tune as a singer, play an instrument (just barely), dance a little (only one or two types of steps), or perform the basics of juggling

three balls (dropping one every now and then). He or she will know one weapon and will have no basic bonus skills, except for the minor abilities of *hide in shadows* and move silently as a first-level thief.

If a Performer has the minimum requirements for a profession in one or more of the sub-divisions (Juggler, Acrobat, Troubadour), then he or she may begin to learn that trade from another who already knows it and is at least fourth level. This training for specialization will require 2-5 months, and the character in training can do no adventuring during that period.

Members of the entertainer class can never gain a new level of experience without giving a performance for an audience of two dozen or more spectators. Failure to give this performance will negate the opportunity to go on to a new level, regardless of experience points gained in adventuring and regardless of the number of small tricks, jokes, acts, or dances the character might perform in lieu of the "level performance."

When an entertainer gives a "level performance," he or she must obtain the support (via applause, laughs, thrown coins, etc.) of the majority of the audience. An entertainer who does not receive praise, accolades, money, etc., from at least half the members of his or her audience has failed and will lose enough experience points to place him or her at the midpoint of the next lower level.

When giving or preparing to give a "level performance," the entertainer must abide by certain restrictions and procedures:

1. The entertainer must have at least 70% of the experience points needed to advance to the next level; for instance, an Actor (7th level) who wishes to become a Star (8th level) must have 70% of 75,001 experience points, or at least 52,501, before he gives this "level performance." He or she can wait until the entire 75,001 points is accumulated if he or she desires, but until the performance is done successfully he or she will remain 7th level even if more experience is gained. If the performance is completed successfully before the entertainer has enough experience points to qualify for the next higher level, then the entertainer will be able to advance to the next level as soon as the required number of experience points are accumulated. Note: An entertainer could give regular performances using old material, sets, etc. at any time, but no experience is gained for such efforts (although they might bring in some revenue); only "new" performances count toward the awarding of experience.

2. The performer's audience of intelligent beings must number 24 or more.

3. The performer sums the levels (hit dice) of the audience and divides this number by his or her current level in the profession for which he is giving the level performance. The result is always rounded up in favor of the audience. (Zero-level figures and 1-1 hit die intelligent monsters count as one hit die/first level.) For example: Eleven zero-level humans, ten first-level humans, six second-level humans, three third-level humans, and a fifth-level gnome fighter/thief show up for the performance. They add up to  $(11 \times 1) + (10 \times 1) + (6 \times 2) + (3 \times 3) + (1 \times (5+5)) = 52$  levels. His current level is 7 (Actor); 52 divided by 7 = 7.42, which is rounded up to 8. This means the performer must roll 8 or higher on a d20 for this audience to like the performance. If 7 or less is rolled, the Actor goes back to being a Poet (one level lower) at half of the required experience points to hold the level — in this case, 27,501. The performer can try to qualify as an Actor again since he or she has more than 70% of 37,501 points, or 26,251. Of course, he or she must also rise to 37,501 points, as well as succeed in a new level performance, to again be the level of an Actor.

4. A performer obtains 25 experience points per level of the audience if successful. In the example given, this comes to  $(25 \times 52) = 1,300$ . But being successful does not mean that he or she becomes 8th level at that moment in time. The performer would add the 1,300 to his or her current experience point total, and if that brings it to 75,001 or more, then the new level is gained. In any event, the Level Performance is now out of the

way, so that when the required amount of experience is gained, the figure can become 8th level.

The performance is always given at the level the character is currently at in the appropriate profession. An entertainer who has already earned the rank of Juggler (9th level) might wish to learn acting (being a Troubadour) as well. He or she must train for 1-4 months and then he or she will become a 3rd level Troubadour (Storyteller)/9th level Juggler (Juggler). To become 4th level as a Troubadour, he or she will have to give a level performance using 3 as the denominator in the given equation. He or she cannot use juggling ability during such a performance or it will automatically fail.

A Storyteller who fails to become a Rhymer (4th level) is allowed one more try. If he or she fails that try, then advancement as a Troubadour is forever closed. This is also true of a Rhymer who tries to become a Singer (5th level), fails, and drops back to 3rd level. Now he or she tries for 4th level again and fails. If he or she fails one more time, Actor is closed to him or her. The only exception to these rules is for a 3rd level figure who fails in his performance for fourth level; he does not fall to 2nd level, but instead goes back to 2,251 experience points in that profession and must work back up to 3,221 (70% of 4,601) before the performance for fourth level can be tried again.

### The Great Performance

When an entertainer is ready to become 9th level for the first time in any of the three sub-classes, he or she must give a Great Performance. This Great Performance must have a minimum audience of 36. His denominator in the calculation will, of course, be 8.

When an entertainer who has already become 9th level in one sub-class is ready to give a performance for ninth level in a second sub-class, another Great Performance is required. If this is successful, the character becomes 10th level for the purposes of "to hit" determination in melee, for saving throws, and for the special abilities allowed to each sub-class of entertainer.

### The Command Performance

When an entertainer who has gained 9th level in two sub-classes (a 10th level Showman) is ready for his or her last performance for ninth level, it is called a Command Performance. In this case, the audience must number 48 or more people, and at least one of them must be 9th level. The calculation is as before: The performer sums the levels of the 48 or more people attending and divides by 8. If he or she makes this roll on d20, he or she is an Entertainer (11th level) in all three sub-classes and thereafter can draw on all of his or her abilities at any time he or she desires. All "to hit" figures and saving throws, plus special abilities, are calculated as for an 11th level character. If he or she fails in this Command Performance, there is no second chance: the performer drops back to 7th level in that last sub-class and can never again try to become an Entertainer, though he or she is still a 9/9/7 level character, is called a Showman (or Showwoman) and earns "to hit" abilities, etc., as for a 10th level character.

The entertainer, assuming that he or she never fails in a performance in the quest to become an 11th level Entertainer, would have to make performances for advancement from level 3-4, 4-5, 5-6, 6-7, and 7-8 in three sub-classes, for a total of 15 level performances. These would usually be called and advertised as, for instance, the "Fifth Level Performance for the Great Juggler Harvey," meaning he is trying to go from 4th to 5th level as a Juggler. The entertainer must make two Great Performances when he tries for 9th level for the first and second times. Then he must give one Command Performance to become 9th level in all three professions and be counted as an 11th level Entertainer. (He would charge, usually,  $9 + 9 + 9 = 27$  s.p. maximum for later performances, but many Entertainers charge 2 g.p. per head for a performance if they have their own



theater.) Naturally, if the entertainer botches a level performance he will have to give two performances to make it up. (Exception, as noted before: If he tries to go from 3rd to 4th and fails then he does not have to perform again to regain 3rd level.)

#### Obtaining an audience

The entertainer cannot cheat in his attempt to stack the audience in his or her favor. He or she must advertise in pubs, inns, via town criers, with handbills, etc., that he or she will give a level performance, Great Performance, or Command Performance. Advertising must begin at least three days before the event. The event must be in a town, at a reasonable time, and in a safe place. The advertising cost is 60 g.p. per day. This outlay of (at least) 180 g.p. can be cut by one third (from 180 to 120 g.p., in this example) if the entertainer already has his own theater. He or she must provide enough room for double the number of people required to see the performance. Excess people up to the capacity of the room/hall/arena cannot be turned away. People who come with money in hand must be let in, whether they are peasant or king. The theater management (perhaps the entertainer himself) does have the right to forbid drunks and to stop hecklers and rowdy behavior in the audience.

The DM will roll 6d8 for a level performance, 9d8 for a Great Performance and 8d12 for a Command Performance to determine the number of people who show up. If the size of the audience falls short of the required 24, 36, or 48, then a show must still go on that night (no disappointing those who do show up), and the performer must advertise for three more days and again attempt to stage the required level, Great, or Command Performance. However, in such a case, half of the number of people who showed up the first time will come back for the second show, in addition to the new audience. Example: A character is to give a level performance. He provides room for 48 spectators, as required (even though only 24 have to attend for the level performance to qualify), and the DM rolls 6d8 but

the result is only 20. So far the advertising has cost the performer 180 g.p. He gives the show, but cannot use it as his Level Performance since 24 spectators are not present. He spends 180 g.p. more to advertise for another three days. The DM rolls 6d8 and this time gets a result of 38. According to the stipulation given above, 10 people from the first audience will also show up, yielding a packed house of 48. The entertainer must go on, even though his chance of giving a successful Level Performance under those conditions is greatly diminished from what it would be if only the required minimum of 24 people were present.

#### Race and type of audience members

If an audience is made up of a sizable percentage of some race or type of creature, this will slightly skew the result. Given in the following list is the minimum number of a certain race or type necessary to cause an effect and the result for each member of the race. For instance, if at least five elves are at a performance, all of them will tend to laugh easily and applaud often. Count the elves as one level lower than they really are even if this means "zeroing out" first-level elves. Naturally, since even "zero level" elves are present, they do count toward the total required audience. Second-level elves would count as first level; an elf who is third level in two professions would count as one fifth-level character instead of sixth level as usual. Fewer than five elves will not have the group effect of his or her peers and will not be counted as one level lower.

Given below is each race or type of creature for which adjustments would be made, followed by a number in parentheses which is the minimum number of that type that must be present to affect the adjustment, and details of the adjustment that applies in such cases:

Elf (5) — Elves will be one level lower than they actually are; i.e., an easy audience to please.

Dwarf (4) — Dwarves don't laugh at much. Count each as one level higher. A tough audience.

Gnome (any) — Same as humans.

Halfling (3) — Halflings laugh at almost anything and are easily enraptured. "Zero out" any halfling regardless of level.

Humanoids of up to 3 HD (4) — Stupid and dour, they will miss the point of a story or miss a punch line. Virtually everything goes over their heads. Count as double their hit dice in levels.

Dragon (1) — Dragons love entertainment. They are more gullible than halflings. "Zero them out," and subtract 1 from the audience level total for each of the dragon's age levels.

Ogre and giant (1) — Usually not too bright, they count as 2 levels higher each.

Minotaur (1) — Each counts as a 12th-level figure — they have no sense of humor at all!

Treant (1) — Count each as two levels higher than actual. They would like to laugh, but it all happens too quickly for them — they get the joke three days later!

Undead (1) — You've got to be kidding! Triple the hit dice of any undead in the audience.

Note: Evil humanoids, ogres, giants, minotaurs, undead, dragons, etc., if they dominate or control the audience might eat the entertainer if he or she fails to please them. Any entertainer giving his level performance to a band of ogres has got a lot of moxie — and no brains at all!

### Making the performance a success

An entertainer can make a level performance more likely to be well received. He or she can spend additional gold pieces to hire backup singers, more musicians, extra props, lavish sets, new material, etc. For every 100 g.p. invested in making the show grander, the entertainer may add +1 to the required d20 roll for success. But alas, for every 100 g.p. added, he is detracting from his own potential gain in experience points, so that the 100 g.p. must be converted directly to experience points (one for one) and subtracted from the experience points he would normally gain for the performance. For the performance to be a success, he must gain some experience, thus limiting the amount of gold he can pour in for extra trappings. Example: A Singer (5th level) is about to give his level performance to become a Poet. He posts the proper advertisements and sends out the proper street criers for an investment of 180 g.p. The night of the performance arrives and, much to his sorrow, instead of 24 low-level figures arriving (the "perfect" audience), 42 people arrive. Many of them are second level, a few are third level — and the mayor himself, who is seventh level, is also in attendance. The entertainer sums the crowd to get a total level figure of 78. Divided by his level (5) and rounded up, he obtains 16 as his required saving roll. He would gain  $78 \times 25 = 1,950$  experience points if he went on stage right now. However, he could invest some money to lower his roll for success. Let's say he will spend 1,200 g.p. to make the production truly lavish. Now he need only roll a 4 or better (counting the +12 bonus) to succeed. He would then obtain  $1,950 - 1,200 = 750$  experience points for the successful performance.

Important: The performer can never make the performance a sure thing. If he or she rolls a natural 1 on the success roll for a level performance, then he has dropped the items he was juggling, forgotten the punch line of a big joke, sung off key or fallen off the stage in a difficult jump; just as a roll of "1" on a saving throw is always a failure, a natural 1 on the performance success roll means he or she has blown it regardless of the extra gold that was spent. A Great Performance will always fail on a natural 1 or 2. A Command Performance will always fail on a natural 1, 2 or 3.

### Entertainers' hit points

Entertainers begin with one four-sided die for hit points. They may add a bonus for constitution of 15 or above, just as other classes. At second level they add another four-sided die. Now they will specialize in one of the three sub-classes. Whichever one they choose, they add one six-sided die for third, fourth and fifth level. For sixth through ninth they add one eight-sided die for each level.

Now, if they choose to become a second sub-class of entertainer, they begin again at third level in the new profession after a training period of 1-4 months with someone who is already at least fourth level in that sub-class. Upon becoming this third level in this second sub-class, they add one hit point (the constitution bonus does not apply any more). Thus, for example, an entertainer's hit points might go like this: 1st level, roll d4 = 3; 2nd level, roll d4 = 1 (total 4); 3rd level, roll d6 = 5 (total 9); and so on, until 9th level, roll d8 = 7 (total, let's say, 30). The character

now enters a second sub-class and trains for 3 months (rolled on d4) and adds one hit point for a total of 31. At fourth level in the new profession he adds one more point for 32, etc., until at 9th level he adds 1d10 because now he has become a Showman (10th level). At eighth level he would be up to a total of 36 and then add 1d10 for, let's say, 7, yielding a total of 43 hit points. He now begins again in the third and last sub-class (assuming he has the proper ability scores and is of the proper race). After 1-4 more months he adds 1 hit point. From 3rd to 8th level he adds +1 and is then up to 49 hit points by the time he is a Showman as well as 8th level in the new profession. If his Command Performance is a success, and he has 600,001 experience points or more, he adds 1 last d10. With a constitution of 16 to 18 and the best die rolls possible, an Entertainer could have as many as 120 hit points, and he would have a minimum of 28 hit points with a constitution of 15 or less (he must have a 15 constitution for acrobat, as stated earlier). Entertainers who botch a level performance lose hit points and must regain them.

### Skills of entertainers

Stagehand: A stagehand learns how to *move silently* and *hide in shadows* as a first-level thief, so that he will be out of the way as things occur on stage. He understands lighting, and a very little about a number of performing skills. He can sing a little (off key), play a little (very little), juggle a simple cascade for 2-7 segments, do a shoulder roll, tell a little joke, etc. He has no special ability otherwise. He fights as a first-level thief and saves as a first-level magic-user. He will begin to learn the crude beginnings of makeup, but someone can see through one of his disguises at a 75% chance plus 5% per level of the viewer. This chance goes down by 10% base for every level the entertainer gains thereafter (the 5% chance to spot the disguise per level of the viewer remains), so that a fifth-level entertainer would do a disguise that a first-level character could see through 40% of the time (75 minus  $4 \times 10$  plus 5). An Entertainer (11th level) would have a chance of 75 minus  $(10 \times 10)$  plus 5% = -20% to be spotted by a first level; i.e., he would not be spotted. Note that being double-classed as an entertainer does not help this percent chance until Showman is achieved and the entertainer can count himself as 10th level.

Performer: The ability to *move silently* and *hide in shadows* goes up just as if the entertainer were a thief for his or her entire career. Otherwise, no new skills are added at second level.

When the Performer is studying to become third level in one of the three sub-classes, he will begin to specialize. However, every entertainer begins to learn the gift of gab. Upon becoming third level in any of the sub-classes, he or she has a 5% chance per level to enrapture zero-level type peasants. This does not include a zero-level master craftsman or a zero-level educated figure; it pertains only to the uneducated clodhopper or the typical group of children. Such an ability can often get an entertainer free room and board in a home, hut or barn.

The ability to act, sing, dance, juggle, tumble, etc., can be a great asset even in front of small audiences or in one-on-one situations. Even educated characters of second level or higher might like a joke, story, or trick. Give such a figure a normal saving throw. If the throw is failed, the "audience" likes the joke, story, trick, or whatever, and he will offer to give the entertainer a free drink, a few coins (silver), and perhaps food and a place to sleep. This ability does not necessarily gain any direct benefit for the party, but a performer can often "work the streets" for a few hours and get enough silver pieces to put himself and his friends up for the night. Alignment of the entertainer and the figure being entertained must be identical or (at most) one step apart for this form of entertainment to work.

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**Other special abilities**

In addition to the special abilities described earlier that relate directly to combat and saving throws, each sub-class of entertainer has other particular talents:

A Juggler has a 25% chance at 3rd level and 9% better per level thereafter to hide a small item (coin, silk handkerchief, ring, gem, etc.) on his person successfully. A side occupation for a Juggler is the performance of small acts of "magic" — sleight-of-hand magic, *not* real magic. Jugglers are good at the "old shell game" and other types of "con games." Someone watching the "game" is allowed a saving throw (vs. spells) to see through it, but that saving throw is adjusted for their difference in levels (if any). If the "patsy" is of lower level than the Juggler, the die roll is adjusted down by the difference in levels. If the observer is of higher level than the Juggler, the die roll is adjusted in the observer's favor.

A Juggler can throw any object of reasonable size (a bottle, a candlestick, a beer mug, an indian club, etc.) with no non-proficiency penalty. However, he or she only gains the aforementioned +1 per level bonus "to hit" when using weapons with which the Juggler is proficient.

If a Juggler, empty-handed and alert, has an object thrown to him or her so that he or she knows and sees it coming, there is only a 1% chance that the Juggler will fail to catch it. That 1% chance is reduced by 1/10% for each level above 3rd.

A Juggler can throw items very rapidly. If he is not proficient with the item (weapon), he is limited to one "burst" that allows two items to be thrown in one round. However, both are -2 to hit. He must state that he is going to throw two items (weapons) rapidly before the first is thrown. The amount of time between the two throws is 1-4 segments.

A Juggler who throws a small weapon with which he is proficient (dagger, dart, or hand axe only) can be very rapid indeed. The normal rate for throwing daggers is 2/round, for the dart 3/round, and for the hand axe 1/round (see Players Handbook, page 38). A Juggler of 4th level or higher can exceed this rate in most cases (see the chart below).

If a Juggler wishes to fire a "burst" of identical thrown weapons, he will suffer some loss of accuracy. As stated earlier, he is +1 "to hit" per level above 2nd with hand-held weapons that he is proficient with. This +1 per level is taken into account along with the "to hit" penalty prescribed for each weapon in a given "burst," as given in the following chart. The Juggler must state how many weapons he will attempt to throw in a "burst." If he is hit for damage during the "burst," it comes to an end. All "bursts" must be fired at the same target, even if that target is hit or falls over (dies) as a result of one of the hits prior to the last weapon in the "burst." Leftover shots are wasted.

| Weapon   | Maximum size of burst<br>at level given |    |    |   |   |   |   |    |    |    | Penalty for<br>each weapon<br>in burst |
|----------|-----------------------------------------|----|----|---|---|---|---|----|----|----|----------------------------------------|
|          | 3                                       | 4  | 5  | 6 | 7 | 8 | 9 | 10 | 11 |    |                                        |
| Dagger   | 2*                                      | 2* | 3  | 3 | 3 | 3 | 4 | 4  | 4  | -3 |                                        |
| Dart     | 3*                                      | 4  | 4  | 4 | 5 | 5 | 5 | 6  | 6  | -4 |                                        |
| Hand axe | 1*                                      | 1* | 1* | 2 | 2 | 2 | 3 | 3  | 3  | -2 |                                        |

\* — normal number per round allowed, not considered a "burst," no penalty applied.

Example: A Showman of 10th level (i.e., he has become a 9th level Juggler and 9th level in another entertainment profession as well) decides to throw a burst of daggers on one round, then darts on another. He selects 4 daggers and 6 darts for the two bursts. Since he is +8 to hit normally with these trained weapons, his accuracy is now +5 with each dagger and +4 with each dart. Note: Adjustments of -2 and -5 for medium and long range apply, just as with any other missile weapon attack.

An Acrobat can *jump* (as the spell) at will once for each level of experience during any single turn if the Acrobat has taken less than half damage. If current damage is more than half the character's total hit points, he can *jump* only once per turn regardless of level.

Magical clothing operates well for Acrobats in some specific cases. *Boots of elvenkind* make them only 1% likely to make noise in the worst conditions. *Boots of striding and springing* will never cause them to fall or trip from a misstep or poor jump. An Acrobat can march for 15 hours in such boots. *Boots of speed* allow an Acrobat to move at a base speed of 25" plus 1" per level above 2nd.

*Gauntlets of ogre power* give an Acrobat a grasping strength of 19. *Gauntlets of swimming and climbing* give an Acrobat a 3" movement bonus in water.

An Acrobat can *climb walls* like a thief, but he is better at it. Use the following table for an Acrobat's chance to climb a wall successfully (this is a base chance; see the Dungeon Masters Guide, page 19).

| Race                           | Level of Acrobat |     |     |     |     |     |     |     |       |  |  |
|--------------------------------|------------------|-----|-----|-----|-----|-----|-----|-----|-------|--|--|
|                                | 3                | 4   | 5   | 6   | 7   | 8   | 9   | 10  | 11    |  |  |
| Human, }<br>Half-elf<br>or Elf | 92%              | 93% | 94% | 95% | 96% | 97% | 98% | 99% | 99.5% |  |  |
| Dwarf                          | 84%              | 85% | 86% | 87% | 88% | 89% | 90% | 91% |       |  |  |
| Gnome                          | 81%              | 82% | 83% | 84% | 85% |     |     |     |       |  |  |

An Acrobat can walk a taut wire (or rope) in calm wind conditions (less than 3 mph wind velocity) at the rate of 1"/round plus 1/2"/round per level above 3rd. His chance to fall is a base 3%, minus 3/10% per level above 3rd.

An Acrobat can walk a slack wire in calm wind conditions at the rate of 1/2"/round plus 1/4"/round per level above 3rd. His chance to fall is a base 7%, minus 7/10% per level above 3rd. Note: A "taut wire" has to be pulled tight by a winch or a series of pulleys. A taut wire is not achieved by tying a rope between two trees — that is a "slack wire."

An Acrobat can walk up a slanted wire in calm wind conditions at the rate of 1/2"/round plus 1/4"/round per level above 3rd. His chance to fall is a base 6%, minus 4/10% per level above 3rd. The wire's angle can be up to 15° with no penalty. Thereafter the chance to fall is increased by 2% per degree of angle, with 35° being the maximum slant in any case.

Each full 3 mph of wind velocity adds 1% to the chance to fall from any sort of wire, and a wind velocity of more than 45 mph makes the acrobat also have to save vs. spells each round or be thrown off the wire. An Acrobat is allowed a save vs. winds to catch himself in a fall from a wire (on the wire itself). If such a catch succeeds, the Acrobat will take a full round to regain his footing. Note: 1" on ropes and wires always equals 10 feet, never 10 yards.

A Troubadour has a 5% chance per level above 2nd to know if an item, person, or place is historical or legendary. The item, person, or place must be within 10 feet of the Troubadour, and it must have a history that is meaningful and relevant for the Troubadour to have any chance to relate some fact about it.

Troubadours have a 10% chance per level above 2nd to relate a list of possible uses for an item found to be magic. For example, if a wand is found by a Troubadour or a member of the Troubadour's party, the person playing the Troubadour (who will be the DM if the Troubadour is a non-player character), if the appropriate dice roll is made, can relate the names and uses of every wand in the Dungeon Masters Guide that the player can actually remember! No looking in the book is permitted (if this is done, the ability is cancelled), and this ability is negated if the playing session ends before the ability is used.

A Troubadour who finds a scroll of *commune* or *legend lore* has an 11% chance per level above 2nd to use the scroll successfully. If a Troubadour is present during the casting of a *commune* or *legend lore* spell, either one extra question can be asked or the chance of success will go up by 3% per level of the Troubadour above 2nd. This benefit does not apply to a spell cast from a scroll.

**Situations Vacant:** Lic. Pilots, 5yrs X.P. flying cows over E.Flan, Rocs a +. Speak with your local Maiden's Dairy Aire outlet.

A Troubadour, when trying to "sing for his supper" (act, tell a story, tell a joke, etc.) affords the listener a saving throw at -1 per level of the Troubadour above 2nd. This does not work on listeners of radically different alignments (more than one step removed from the Troubadour).

### Spell casting — for exceptional entertainers only

Elf, gnome, half-elf, and human entertainers who select entertainment (anyone or more than one of the three sub-classes) as their sole class and have intelligence of at least 15 and dexterity of 16 may learn limited spell casting ability. The character can use either M-U (for a human, elf or half-elf) or illusionist (for a human or gnome) spells.

The entertainer must be trained by a magic-user or illusionist for a period of 2-5 years, just as a "real" magic-user or illusionist must be trained. This training must be accomplished before the entertainer reaches third level in any of the entertainment sub-classes.

When the training is complete, and upon becoming 3rd level as an entertainer, the character can take up some low-level cantrips and spells. Given below is the maximum spell/cantrip capacity (in number and level of the spells/cantrips) for a character of a certain level. Important note: The fact that the figure becomes an "amateur" spell caster does not give access to scrolls or magic items usable only by M-U's or illusionists.

An entertainer of 3rd level (in his or her highest sub-class) can have either two M-U cantrips or one illusionist cantrip.

A 4th level entertainer can have four magic-user cantrips or two illusionist cantrips.

5th level: Four M-U cantrips plus one 1st level M-U spell, or three illusionist cantrips.

6th level: Four M-U cantrips plus two 1st level M-U spells, or four illusionist cantrips plus one 1st level illusionist spell.

7th level: Add one 1st level M-U spell or one 1st level illusionist spell.

8th level: Add two M-U cantrips and one 1st level M-U spell, or one illusionist cantrip and one 1st level illusionist spell.

9th level: Add one 2nd level M-U spell, or one illusionist cantrip and one 1st level illusionist spell.

10th level: Add one 2nd level M-U spell, or one 2nd level illusionist spell.

11th level: Add one 1st level M-U spell and one 2nd level M-U spell, or one 2nd level illusionist spell.

The magic-using or illusion-using entertainer may not substitute more cantrips for a 1st level spell the way a magic-user or illusionist can. For the purpose of range, duration, and area of effect the entertainer is considered two levels lower than his or her actual level.

Magic-using and illusion-using entertainers may take any spell they can learn. They need spell books and cantrip books just as magic-users and illusionists do. Their chance to know any single spell is 20% lower than a magic-user or illusionist with the same intelligence rating. The maximum and minimum number of spells they may know is as if they had two less points of intelligence than they actually do.

Spell-casting entertainers need 80% of the experience points necessary to rise to the next level (instead of the usual 70%) before they can give a Level Performance — and they can *never* use magic in such a performance. They must, in all cases, earn 5% more experience points than would ordinarily be necessary to rise in level when that rise gives them a larger spell capacity.

Entertainer spell casters, while they may select attack spells, may not memorize duplicate spells of the same kind.



# HEALERS

by C. Hettleston

Healers, as the name implies, are designed to allow rapid repair of other characters in large campaign games. Basically the healer is a combination of magic user and cleric with a dash of fighter. However, the healer has a set of spells exclusive to himself (although many can be found elsewhere) and is not allowed to switch class at any time under his own decision.

Basic prerequisites for a Healer are high, a minimum score of 15 each in intelligence, wisdom, and dexterity. Further, they are restricted in that they can only be lawful or neutral. A chaotic healer is not allowed, and would become a mere fighter if forced to change alignment from allowable areas.

Healers may not wear any armor or shield; but may use any weapons and/or magical items. The various books to be found will not aid the healer in any way and can only hurt. There are certain special abilities conferred upon the healer at certain levels.

At 4th level — can detect molds, slimes, etc. at 40 feet.

At 8th level — can determine types of potions.

At 12th level — can read magical and clerical scrolls.

At 16th level — can use 4 1st level magic-user spells.

At 20th level — can use 4 2nd level magic-user spells.

| Level & Title     | Experience Pts. | Hit Dice<br>8-sided | Spells & Level |   |   |   |   |   |   |
|-------------------|-----------------|---------------------|----------------|---|---|---|---|---|---|
|                   |                 |                     | 1              | 2 | 3 | 4 | 5 | 6 | 7 |
| 1 Apprentice      | 0               | 1                   | 1              | - | - | - | - | - | - |
| 2 Frosh           | 5000            | 2                   | 1              | - | - | - | - | - | - |
| 3 Sophomore       | 10,000          | 3                   | 1              | 1 | 1 | - | - | - | - |
| 4 Junior          | 15,000          | 4                   | 2              | 1 | 1 | 1 | - | - | - |
| 5 Senior          | 25,000          | 5                   | 2              | 2 | 1 | 1 | 1 | - | - |
| 6 Intern          | 50,000          | 6                   | 2              | 2 | 2 | 1 | 1 | 1 | - |
| 7 Resident        | 100,000         | 7                   | 3              | 2 | 2 | 2 | 1 | 1 | 1 |
| 8 Senior Resident | 200,000         | 8                   | 3              | 3 | 2 | 2 | 2 | 1 | 1 |
| 9 Practitioner    | 300,000         | 9                   | 3              | 3 | 3 | 2 | 2 | 2 | 1 |
| 10 Medic*         | 400,000         | 10                  | 4              | 3 | 3 | 3 | 2 | 2 | 2 |
| 11 Doctor         | 500,000         | 10+1                | 4              | 4 | 3 | 3 | 3 | 2 | 2 |
| 12 Doctor, 12th   | 600,000         | 10+2                | 4              | 4 | 4 | 3 | 3 | 3 | 2 |
| 13 Doctor, 13th   | 700,000         | 10+3                | 5              | 4 | 4 | 4 | 3 | 3 | 3 |
| 14 Doctor, 14th** | 800,000         | 10+4                | 5              | 5 | 4 | 4 | 4 | 3 | 3 |
| 15 Doctor, 15th   | 900,000         | 10+5                | 5              | 5 | 5 | 4 | 4 | 4 | 3 |
| 16 Doctor, 16th   | 1,000,000       | 10+6                | 6              | 5 | 5 | 5 | 4 | 4 | 4 |
| 17 Doctor, 17th   | 1,100,000       | 10+7                | 6              | 6 | 5 | 5 | 5 | 4 | 4 |
| 18 Doctor, 18th   | 1,200,000       | 10+8                | 6              | 6 | 6 | 5 | 5 | 5 | 4 |
| 19 Doctor, 19th   | 1,300,000       | 10+9                | 7              | 6 | 6 | 6 | 5 | 5 | 5 |
| 20 Doctor, 20th   | 1,400,000       | 10+10               | 7              | 7 | 6 | 6 | 6 | 5 | 5 |
| 21 Doctor, 21st   | 1,500,000       | 10+11               | 7              | 7 | 7 | 6 | 6 | 6 | 5 |
| 22 Doctor, 22nd   | 1,600,000       | 10+12               | 8              | 7 | 7 | 7 | 6 | 6 | 6 |
| 23 Doctor, 23rd   | 1,700,000       | 10+13               | 8              | 8 | 7 | 7 | 7 | 6 | 6 |
| 24 Doctor, 24th   | 1,800,000       | 10+14               | 8              | 8 | 8 | 7 | 7 | 7 | 6 |
| 25 Doctor, 25th   | 1,900,000       | 10+15               | 9              | 8 | 8 | 8 | 7 | 7 | 7 |

\* Highest level for Dwarf.

\*\* Highest level for Hobbit, Half-Elf or Elf.

## 1st Level

1. Detect Magic
2. Detect Evil
3. Detect Poison
4. Detect Disease
5. Detect Invisible
6. Detect Phase

## 2nd Level

1. Neutralize Poison
2. Cure Disease
3. Purify food & water
4. Slow
5. Haste
6. Invisibility

## 3rd Level

1. Raise Dead
2. Cure Serious Wounds
3. Cure Blindness
4. ESP
5. Animate Dead
6. Strength

## 4th Level

1. Stone-Flesh
2. Mind Blank
3. Energy
4. Cure Lycanthropy
5. Wake Spell
6. Fly

## 5th Level

1. Raise Dead Fully
2. Cure Insanity
3. Cure Paralysis
4. Longevity
5. Teleport
6. Size Control

## 6th Level

1. Imp. Cure Serious Wounds
2. Clone
3. Water Breathing
4. Talks to Plants
5. Speak with Animals
6. Speak with Monsters

## 7th Level

1. Sterilize
2. Neutralize Gas
3. Blade Barrier
4. Remove Curse
5. Remove Charm
6. Cure Deafness

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Please allow 2-4 weeks for replies. A booklet explaining the rules and required accessories such as dice that you must purchase separately shall be listed in your 1st turn.

### 1st Level Healer Spells:

1. **Detect Magic:** same as magic-user spell of same name
2. **Detect Evil:** same as magic-user spell of same name
3. **Detect Poison:** A spell that allows user to determine if poison is being used within a 30' radius, and where. It will also tell what type poison.
4. **Detect Disease:** This spell will tell user what disease is present (within 30" range)
5. **Detect Invisible:** same as magic-user spell of same name
6. **Detect Phase:** A spell to find secreted treasure hidden by out-of-phase equipment (spells); and to find creatures that are out of phase, duration 6 turns

### 2nd Level Healer Spells:

1. **Neutralize Poison:** same as clerical spell of same name
2. **Cure Disease:** same as clerical spell of same name
3. **Purify Food & Water:** same as clerical spell of same name
4. **Slow:** same as magic-user spell of same name
5. **Haste:** same as magic-user spell of same name
6. **Invisibility:** same as magic-user spell of same name

### 3rd Level Healer Spells:

1. **Raise Dead:** same as clerical spell of same name
2. **Cure Serious Wounds:** same as clerical spell of same name
3. **Cure Blindness:** This spell will cure blindness incurred by any characters due to any cause (including curse)
4. **ESP:** same as magic-user spell of same name
5. **Animate Dead:** same as magic-user spell of same name
6. **Strength:** same as magic-user spell of same name

### 4th Level Healer Spells:

1. **Stone-Flesh:** same as magic-user spell of same name
2. **Mind Blank:** same as magic-user spell of same name
3. **Energy:** use of this spell will restore one life level to a character who has lost one to a wraith or similar happenstance.
4. **Cure Lycanthropy:** This spell allows user to remove the stigma of lycanthropy from anyone so afflicted.
5. **Wake Spell:** This spell will waken anyone put to sleep through various means.
6. **Fly:** same as magic-user spell of same name

### 5th Level Healer Spells:

1. **Raise Dead Fully:** same as clerical spell of same name
2. **Cure Insanity:** allows user of this spell to cure anyone of insanity
3. **Cure Paralysis:** allows user of the spell to cure paralysis, or negate it in any effect.
4. **Longevity:** Reduces 10 game-years from the game-age of the character this spell is used upon (note — this will counter the effect of aging caused by a staff of withering, ghost attack, etc.).
5. **Teleport:** same as magic-user spell of same name
6. **Size Control:** this spell will neutralize the effect of growth and shrinking potions or similar devices.

### 6th Level Healer Spells:

1. **Improved Cure Serious Wounds:** this spell will cure four 6-sided die worth of damage, with an addition of one per die (i.e., 8 to 24 pts.)
2. **Clone:** same as magic-user spell of same name
3. **Water Breathing:** same as magic-user spell of same name
4. **Talk to Plants:** this allows user of this spell to talk to any plant
5. **Speak with Animals:** this allows user of this spell to speak with any animal (up to the animal to decide to respond tho)
6. **Speak with Monsters:** same as clerical spell of same name

### 7th Level Healer Spells:

1. **Sterilize:** this spell will cleanse any room of any infection, mold, slime, or nasty creatures, up to 5 hit die.
2. **Neutralize Gas:** this spell will neutralize poisonous gases, tear or any other gases.
3. **Blade Barrier:** same as clerical spell of same name
4. **Remove Curse:** same as magic-user spell of same name
5. **Remove Charm:** this spell remove and or negate a charm placed upon a character, once this spell is used upon him. Range 3"
6. **Cure deafness:** this spell will cure deafness caused by any cause.

# Rules to lose by

## The Hopeless character class

From an idea  
by Roger Koppy

Almost every gamer has had his bad days with the dice when creating a new character for AD&D® gaming. I've had my share of them and have decided to do something about it. Instead of rolling and rerolling and re-rerolling the dice to get an acceptable character that the DM's going to kill off in five minutes anyhow, why not just generate a thoroughly lousy character and give it a class of its own?

Thus was born the Hopeless character class. In order to qualify as a Hopeless character, a character must have all ability scores rolled as d4 + 2, giving a range of 3-6 for all major characteristics (strength, intelligence, etc.). A Hopeless character will suffer some sort of penalty for each such characteristic, as given in the Players Handbook. Not to worry. After all, this IS supposed to be a *hopeless* character.

**Race:** All Hopeless characters are human, since the racial ability limits are too high for this class to qualify as anything other than human. Besides, humans are boring compared to things like elves, dwarves, and the like, and this just adds insult to injury for Hopeless characters.

**Hit dice:** Hopeless characters get only one roll for hit points, regardless of their level, and they don't even get to use regular dice at that. At 1st level, a Hopeless character receives 1-2 hp (flip a coin, with heads being 2 hp and tails being 1 hp). This coin toss is re-flipped at every level, and all former hit points are dropped and forgotten. A 1st-level Hopeless character could have 2 hp, then have 1 hp at 2nd level, then 2 hp at 3rd level, then back to 1 hp at 4th level, etc. You get the idea. Life ain't fair, man.

**Armor:** Any protection other than padded armor would be foreign and useless in the hands of a Hopeless character. None of them know how to put on anything more complicated than an old quilt. And shields? Shields are too cumbersome and Hopeless characters are needlessly burdened by them. Shields do make nice dinner trays and wall hangings, however.

**Weapons:** To their credit, Hopeless characters may use any sort of weapon that has no moving parts to confuse them, sharp edges to cut themselves on, or any other dangerous parts. This eliminates all of the useless things like the spetum and the glaive-guisarme, which no one can pronounce, much less use anyway, and leaves just the simplest and most efficient of all weapons: the club. No hurled or projected missiles may be used, as these *always* backfire in the hands of a true Hopeless character, causing serious injury to either the thrower or the nearest ally. This rule also applies to sharp weapons and those with moving parts.

**Oil and poison:** C'mon, get serious. Oil? Poison? Hopeless characters avoid these for their own good, being too clumsy to even think about using them. I mean, really now.

**Number of attacks per round:** Just one. No more. Also, as long as we're on the topic, Hopeless characters don't have to worry about gaining any new weapons as they rise in levels or anything; read the paragraph above on weapons if you can't figure out why.

**Alignment:** As if it made any difference, Hopeless characters may be of any alignment that will have them.

**Strongholds:** A Hopeless character will never settle down to construct a stronghold for the following reasons:

1. He wouldn't have any idea of how to get such a project started;
2. If he received any help on getting the project started, he wouldn't have the faintest notion of how to govern a castle complex, its inhabitants, or his retainers, servants, hirelings, henchmen, maids, or the persons who live in his realm; and,
3. If, by some major miracle or gift of the DM, the Hopeless character accomplished both of the above objectives, those people who are supposed to be under his rulership would *immediately*

realize they were under the command of an incompetent and would overthrow the character.

If a Hopeless character is lucky, he might be able to settle down at some point and construct a straw or sod hut. Then the character can govern as many chickens and pigs he wishes, until such time as they overthrow him.

**Henchmen and hirelings:** Not a chance. Would you work for a guy like this?

### Hopeless character experience table

| Experience Points | Level | 2-Sided Die For Hit Pts. | Level Title   |
|-------------------|-------|--------------------------|---------------|
| 0 — 2,024         | 1     | 1                        | Klutz         |
| 2,025 — 4,076     | 2 *   | 1                        | Quack         |
| 4,077 — 7,351     | 3 *   | 1                        | Goof          |
| 7,352 — 16,395    | 4 *   | 1                        | Jerk          |
| 16,396 — 33,743   | 5 *   | 1                        | Blunderer     |
| 33,744 — 52,448   | 6 *   | 1                        | Fumbler       |
| 52,449 — 101,010  | 7 *   | 1                        | Maladroit     |
| 101,011 — 217,732 | 8 *   | 1                        | Public Hazard |
| 217,733 — 575,949 | 9 *   | 1                        | Incompetent   |

\* — All information on levels greater than 1st level is presented primarily for the reader's amusement. Few Hopeless characters are known to have ever made it past 1st level.

### Special abilities

All Hopeless characters attack as 0-level humans and make saving throws as 0-level humans. This is special because no one else is treated in this manner.

Anytime a Hopeless character rolls a 1 for a saving throw, he immediately takes the maximum possible amount of damage from the attack. If a Hopeless character rolls a 1 on a "to hit" roll, he automatically hits himself for normal damage (or, optionally, his nearest ally for maximum damage).

All enemies of a Hopeless character immediately gain a +10% to all morale checks, regardless of the company that the Hopeless character has at the time. Six devas and an army of phase doppelganger elf-trolls could be backing the Hopeless character up, and the opposition will still feel good. Conversely, all allies of a Hopeless character take a -10% penalty on morale checks so long as they believe the Hopeless character is attempting to support them.

Any Hopeless character who survives beyond 1st level immediately gains the power to cast *fumble* on himself once per day per level of experience thereafter. A Hopeless character who actually makes it to 4th level gains the power to cause *confusion* in any intelligent character who attempts to hold a conversation with him, a power usable once per round. This *confusion* is similar to the druid spell of the same name, only no saving throw is given and the *confusion* lasts for 1-4 days. Any Hopeless character who, ahem, makes it to 9th level will immediately gain the power to *feebly* an opponent by touch, to an unlimited extent (this power limited only to one use per round). This will cause the Hopeless character to be declared dangerous and harmful to the public welfare, and he will be hunted down by the armed forces of any nation he passes through.

Hopeless characters, by their nature, have saving throws of 40 vs. illusion/phantasm spells or enchantment/charm spells.

### Uses of a Hopeless character

A Hopeless character is useful if you don't want to waste a better character in a dangerous scenario. They also make amusing attractions in sideshows if one doesn't approach them too closely.



# THE IDIOT CLASS

by Gordon Davidson

An Idiot is obtained by paying 160 gold pieces at the beginning of the game or at a city, if one is present (50% chance). The player also has the opportunity to buy a midget for 200 gold pieces. The midget adds 5% to all base chances.

The Idiot's purpose is to confuse the enemy so that it will run away, attack a wall, commit Hari Kari, eat all its treasure or some related act, just so it will not attack the troop (confusion lasts 3 melee turns). There is a 15% chance that the confused monster will attack anyhow.

## Chances of Confusing

| Monster level | chance of confusing<br>(at first level) |
|---------------|-----------------------------------------|
| 1             | 65%                                     |
| 2             | 55%                                     |
| 3             | 45%                                     |
| 4             | 35%                                     |
| 5             | 20%                                     |
| 6             | 10%                                     |
| 7             | 05%                                     |

Idiots raise levels and become more effective with higher level monsters but less effective with the lower level monsters. This can be attributed to the more refined idiocy that is accompanied by the more experience.

Chart comparing the Idiot level to chances of confusing —

|    |   | Idiot Level |     |     |     |     |     |     |     |     |     |     |     |
|----|---|-------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
|    |   | 1           | 2   | 3   | 4   | 5   | 6   | 7   | 8   | 9   | 10  | 11  | 12  |
| ML | 1 |             |     |     |     |     |     |     |     |     |     |     |     |
| oe | 2 | 55%         | 57% | 53% | 51% | 49% | 47% | 45% | 43% | 41% | 39% | 36% | 31% |
| nv | 3 |             |     |     |     |     |     |     |     |     |     |     |     |
| se | 4 | 35%         | 37% | 39% | 41% | 43% | 45% | 47% | 45% | 43% | 41% | 40% | 39% |
| tl | 5 |             |     |     |     |     |     |     |     |     |     |     |     |
| e  | 6 | 10%         | 12% | 14% | 16% | 18% | 20% | 22% | 24% | 26% | 28% | 30% | 32% |
| r  | 7 |             |     |     |     |     |     |     |     |     |     |     |     |

An Idiot's prime requisite is constitution (so he can stay goofy). Can trade 3 for 1 with Wisdom  
4 for 1 with Intelligence

An Idiot can take his Wisdom and Intelligence down to 6. For each constitution point above 12 add 1 point on chances to confuse.

There is only one Idiot per expedition. He can wear full armor but for each level above level 9 he loses 5% effectiveness. The opposite occurs with cursed armor. The Idiot may not employ any Weapons though he may carry any articles. He may play with fire

After each confusion attempt (Tantrum) the Idiot must rest 2 days and be paid 10 gold pieces on the spot to Play with; otherwise he will hold his breath until he turns blue and won't play. A wounded Idiot confuses at ½% and must wait a week before trying again.

The Idiot melees as a man -2 and delivers at best 1 point damage.

## Exceptionally BAD Abilities

Idiots are not known for their deftness but rather for their clumsiness. I take this into account.

When rolling for dexterity:

an above average score on the dice = an Idiot of average dexterity

an average score on the dice = an Idiot of below average dexterity

a below average score on the dice = a roll on the Exceptionally BAD Abilities chart.

Dexterity of an Idiot means his ability to hold things, walk without falling, dropping off cliffs, tie knots, untie knots, and the like. The chance number shows his chances of falling, etc.

01-50% = 3 out of 10 chance

51-75% = 5 out of 10 chance

76-90% = 7 out of 10 chance

91-00% = 10 out of 10 chance,

meaning that every 100 feet the Idiot will trip and fall, dropping everything that he's carrying with a 1 out of 6 chance that they'll break. For each fall there is also a 2 out of 6 chance that the Idiot will get a bloody nose and a 1 out of 10 chance that he'll break an arm.

Normal chances for falling =

Average dexterity = 1 out of 10 chance

below average = 2 out of 10 chance

## LEVELS

|            |         |
|------------|---------|
| Dummy =    | 0       |
| Dope =     | 1001    |
| Dolt =     | 2623    |
| Dullard =  | 6157    |
| Cluck =    | 9738    |
| Klutz =    | 11,432  |
| Cretin =   | 19,832  |
| Weirdo +   | 30,876  |
| Nut =      | 61,423  |
| Fool =     | 88,749  |
| Imbecile = | 120,456 |
| Idiot =    | 200,101 |

+200,001 additional points for each level above Idiot.

# FREE! IDIOT LESSONS

(500gp class/lab fee per week)

"Double Your Idiocy  
or

Double our Fee!"  
That's our "No Money Back"  
Guarantee & Promise 2U!

# \*Certified\*

Remember our slogan,

"I may be an Idiot, but am also a Fool."

Void where prohibited. Not valid in your Prime Material Plane. Consult your local Oracle for advice. Past performance not indicative of future results. Your mileage may vary.

# THE NEW CATEGORY: JESTERS!

by Charles Carner, William Cannon & Pete Simon

Jesters are amusing little fellows who attempt to defeat their enemies by making them laugh (usually). It is a difficult and specialized category to qualify for, since there are three prime requisites: INTELLIGENCE (15 or better), DEXTERITY (15 or better), and CHARISMA (6 or less). Jesters are always neutral or chaotic. Dwarves, because of their stunted height, make the best jesters. They can progress infinitely in the category. Hobbits are limited to 10th level advancement; Elves can go only to 6th level (Village Idiot). Men can reach only 5th level (Fool), and other types can reach but 4th level (Comic). Jesters are not allowed to wear any armour, but they can be thieves as well as funnymen. They use a 4-sided hit die, with a maximum of 10 dice. After that, add +1 per level. Due to their specialized status, they are limited to the following weapons:

| EXP<br>PTS | LEVEL | TITLE         | SPELL (JOKE) | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|------------|-------|---------------|--------------|---|---|---|---|---|---|---|---|
|            | 1     | Giggler       |              |   |   |   |   |   |   |   |   |
| 2000       | 2     | Jokester      | 1            |   |   |   |   |   |   |   |   |
| 4000       | 3     | Amuser        | 2            |   |   |   |   |   |   |   |   |
| 8000       | 4     | Comic         | 3            | 1 |   |   |   |   |   |   |   |
| 16000      | 5     | Fool          | 4            | 2 |   |   |   |   |   |   |   |
| 32000      | 6     | Village Idiot | 4            | 2 | 1 |   |   |   |   |   |   |
| 64000      | 7     | Jester        | 4            | 3 | 2 |   |   |   |   |   |   |
| 128000     | 8     | Court Jester  | 5            | 4 | 3 | 1 |   |   |   |   |   |
| 228000     | 9     | C.J. 9th lv1  | 5            | 4 | 4 | 2 |   |   |   |   |   |
| 328000     | 10    | C.J. 10th lv1 | 5            | 5 | 4 | 3 | 1 |   |   |   |   |
| 428000     | 11    | C.J. 11th lv1 | 6            | 5 | 5 | 4 | 2 | 1 |   |   |   |
| 528000     | 12    | C.J. 12th lv1 | 6            | 5 | 5 | 5 | 3 | 1 |   |   |   |
| 628000     | 13    | C.J. 13th lv1 | 6            | 6 | 5 | 5 | 4 | 2 | 1 |   |   |
| 728000     | 14    | C.J. 14th lv1 | 7            | 6 | 6 | 5 | 4 | 3 | 2 |   |   |
| 828000     | 15    | C.J. 15th lv1 | 7            | 6 | 6 | 6 | 5 | 4 | 2 | 1 |   |

All weapons with an \* are magical, all weapons except the dagger can only be used by a Jester.

| WEAPON                                | EFFECT                                                                                           |
|---------------------------------------|--------------------------------------------------------------------------------------------------|
| *Smelly sock (can be swung or thrown) | stuns 1-4 turns Save vs poison                                                                   |
| Dagger                                |                                                                                                  |
| Acid-squirting flower                 | 1-6 pts., Range 3'                                                                               |
| Pillow (swung only)                   | bursts on 1-2 (6-sided) blinds 1" diameter for 3 turns. If no burst, stuns 1 turn as Morningstar |
| Jester stick                          | as Morningstar                                                                                   |
| Laughing gas balls (thrown)           | Range 30' uncontrollable laughter 3 turns save vs. Gas<br>Range 20' blinds 1-4 turns             |
| Pies (thrown)                         |                                                                                                  |
| *Dirty underwear (thrown or swung)    | Range 10' stuns 1-6 turns; Save vs. poison                                                       |
| Tomatoes or rotten fruit (thrown)     | Range 30' blinds 1 turn                                                                          |

INTELLIGENCE is what the jesters are dealing with when they battle the defender, so a new "Saving Throw" chart is needed for combat with them. The level of the man battling with the jester is inconsequential when rolling saving throws; intelligence is the only factor.

TABLE #1 (For Jokes aimed at high intellects)

| INTELLIGENCE | SAVING THROW | Failure to make total or above indicates attack having full effect. |
|--------------|--------------|---------------------------------------------------------------------|
| 1-3          | 4            |                                                                     |
| 4-6          | 6            |                                                                     |
| 7-9          | 8            |                                                                     |
| 10-12        | 10           | TABLE #2 (For jokes aimed at those with low intelligence)           |
| 13-15        | 14           |                                                                     |
| 16-17        | 16           |                                                                     |
| 18           | 18           |                                                                     |

## JOKES

### 1ST LEVEL

**Giggle Spell** — (1 or 2) — Affects thinking creatures of less than 3 hit dice. Causes laughter for 1 turn. Victims are -4 to hit others on attacks while laughing. Range: 2".

**Pun** — (1) — Causes attacker to pause and say "Wha-a?" Lasts for 1 turn. Victims may not attack in that turn. Range: 2".

**Funny Face I** — (2) — Affects 10 1st level types, 5 2nd, or 1 3rd. Causes laughter for 1 turn. No attack possible (by victim) in that turn. Range: 2".

**Body Contortion I** — An odd contortion of the body in which the tumbling jester avoids attack and becomes Armour Class 0. Duration: 1 turn.

### 2ND LEVEL

**Pause** — (1 or 2) — Utterance of this joke causes victims to stop and pause for 2 melee turns. Range: 2"

**Joke** — (1 or 2) — Causes laughter for 2 turns, affecting creatures 6 Hit Dice or less. Victims are -4 to hit on his attacks while affected by a joke. Range: 2".

**Funny Face II** — (2) — Same as Funny Face I except it affects 3 3rds, 2 4ths, 15th level type.

**Body Contortion II** — Same as Body Contortion I except user becomes Armour Class -4.

### 3RD LEVEL

**Wonder** — (1 or 2) — Causes victims to pause for 4 turns, if followed by an extended joke. If not, same as Pause. Range: 2".

**Ventriloquism** — (1 or 2) — Same as Magic User, but range: 3"

**Thighslapper** — (1 or 2) — Joke which takes 2 turns to utter. Causes laughter for 8 turns. Affects 10 1st level types, 9 2nd level types, 8 3rd, and so on. Range: 3".

**Funny Face III** — (2) — Affects 18th level type, 2 7th level types, etc. for 1 turn. Range: 2".

**Obscenity** — (2) — Renders lawful and neutral Clerics ineffective for 3 turns due to embarrassment. Affects other types as Joke spell.

### 4TH LEVEL

**Boring Joke** — (1 or 2) — This acts as Sleep spell. Takes 4 turns to utter. Puts a 10th level type to sleep for 2 turns, 9th level for 4 turns, and so on. Range: 2".

**Decrepitating** — (2) — This is a fart, literally. The higher level the jester, the funnier the fart. Thus a 7th level jester would incapacitate his target for 2 turns, an 8th level for 4 turns, etc. A maximum of 3 per game hour can be used by any one jester. Range: 3".

**Bellyacher** — (1 or 2) — Takes 2 turns to utter. Causes victim to laugh for 8 turns, plus level of jester.

**Extension I** — If done while subject or subjects is already laughing, this effort will lower the victim's resistance by 1, on the next roll for Saving Throw.

**Strange Actions** — Combines Joke and Body Contortion I.

### 5TH LEVEL

**Extension II** — Same as Extension I except lowers resistance by 2.

**Pity** — (1 or 2) — Acts as Charm Person, with limitations up to befriending the jester (referee's discretion).

**Gutbuster** — (1 or 2) — Same as Bellyacher, except that it also does 1-4 pts damage while victim is laughing.

**Insult** — (1 or 2) — This is a tricky joke. When uttered, there is a 50% chance that the target will flee (1-3 on a six-sided die), crushed with embarrassment. There is also a 50% chance that victim will become enraged and immediately attack. Affects any character for 1-20 turns (roll 20 sided die).

**Quick Puns** — (1) — An additional pun per the level of the jester above 8th. NO saving throw. Range: 3".

### 6TH LEVEL

**Extension III** — Same as other Extensions, but lowers resistance by 3.

**Die Laughing** — (1 or 2) — Takes 3 turns to tell. Kills all under 8 hit dice. Others take ½ damage of total hit points. Takes victim 2 turns to die, or 2 turns in which he takes ¼ damage per turn (if he makes his saving throw). Range: 2".

**Uncontrollable Laughter** — (1 or 2) — Causes incapacitation for 10 turns. Affects 1 10th level type, 2 9ths, etc. NO saving throw. Range: 2"

### 7TH LEVEL

**Killer** — (1 or 2) — Kills all under 12 Hit Dice. Takes 3 turns to utter. Those who make Saving Throws take ½ damage. Victim takes 2 turns to die, or takes ¼ damage per turn if saving throw is made. Range: 3".

**Ballbuster** — (1 or 2) — Takes 3 turns to utter. Renders victim incapacitated for 1-10 turns. Affects any thinking creature, no matter what level. NO Saving Throw. Range: 3".

### 8TH LEVEL

**Voice Projector** — Doubles range of any joke uttered. Duration: 4 turns. Jesters have the same chance as a Magic User to get a spell except you use their wisdom score as a base instead of their intelligence.

# The Jester

A comical,  
clever,  
charismatic  
new NPC

by Roger Moore

Jesters are adventurous non-player characters with an overwhelming sense of the absurd. They roam from place to place, telling tales, pulling practical jokes, insulting the most fearsome of monsters and characters, and generally making nuisances of themselves. Because of their outlook on the world and their special powers, they may prove potentially useful (or annoying) to adventuring parties.

Any human or demi-human race may have jesters, but only humans, half-elves, and gnomes have unlimited advancement in the class. Halflings may go to 12th level before their jokes get boring, and elves may go to 10th level before their jokes get too exotic. Dwarves are not very humorously inclined and may only reach the 6th level. Since half-orcs and their kin all think things like thumb-screws and iron maidens are marvelously comic (feelings not shared by many other people), they may only attain the 4th level of experience. Half-elves can advance without limit because they are able to draw from human and elven comedy and thus have a richer sense of humor. Gnomes are more adventurous on the whole than halflings are, and are more mischievous as well; thus, they can progress further than the latter.

A jester must be either neutral good, chaotic good, true neutral, or chaotic neutral. The intelligence and wisdom scores of a jester must each be at least 12, charisma must be at least 13, and dexterity must be 9 or better. Jesters with intelligence, wisdom, and dexterity



scores all of 16 or higher gain a 10% bonus to earned experience points. Charisma, in the case of a jester, refers primarily to his/her skill in drawing attention and not to physical appearance, which may vary widely. Jesters tend to be smaller than the average height of their race.

The jester class cannot be combined with any other class at any time by the same character. Any change from the jester's alignment to a lawful or evil alignment immediately makes the jester a thief with only climbing and pickpocketing skills *and no others*, not even the normal thieving skills. If he or she changes or is changed back to the former alignment or another acceptable one, the character may resume play as a jester after a rest of one month of game time.

Jesters' hit dice are six-sided, and they

may have as many as 10 hit dice. Beyond 10th level, the jester gets two additional hit points per level.

## Jesters' special abilities

1: One new language, over and above those already allowed to the jester NPC because of intelligence, may be learned at each odd-numbered level of experience, including first level. To reflect the jester's naturally strange mind, the new language may (if the DM desires) be rolled randomly from the table on p. 102 of the *Dungeon Masters Guide*, re-rolling if the resulting language is already known.

2: Due to their outrageous mannerisms and peculiar dress, jesters gain a +1 on initiative die rolls in combat situations with all types of opponents (who are assumed to be too stunned or surprised to react quickly).

3: Jesters save on the thief table, with a +1 on all saving throws to account for their extremely good luck.

4: Jesters can climb walls and other rough vertical surfaces with a base 75% chance of success. This chance improves 2% for each level from second through ninth, and 1% per level thereafter to a maximum chance of 99%. Racial and dexterity bonuses for climbing, from p. 16 of the Players Handbook, are applicable to jester NPCs.

5: From the third level onward, jesters may pick pockets as well as a thief of two levels lower. Racial and dexterity bonuses apply to this ability as well.

6: Being the masters of wit and insult that they are, jesters may raise the morale of friends and lower the morale of enemies within a 60-foot radius of the jester. The morale score alteration is either +10% or -10%, depending on whether the listener is an ally or an enemy. There is no saving throw against this ability. A jester who is engaged in altering the local morale conditions can perform other actions at the same time, like fighting, climbing, running, etc. Morale is altered through the skillful use of loud vocal commentary and hand gestures; thus *silence*, *paralysis*, *hold*, and other related spells can prevent morale alteration if used successfully against the offending jester. Morale effects begin immediately after one round of verbal and somatic communication by the jester, and continue for as long as the jester cares to keep it up (to a maximum of 6 turns, when he or she gets hoarse) plus 2-8 turns thereafter. Only those creatures able to understand what the jester is saying will be affected. A jester who insults orcs in the hill giant tongue will have no effect on their morale, but a hill giant behind the orcs, if within 60 feet, will certainly be affected. In the same situation, if another NPC was within 60' of the jester, was allied with the jester

and understood the hill giant language, he would have an improved morale score at the same time the hill giant's morale is lowered. If the hill giant fails a morale check, he will leave (ears burning) and not return for at least 20 minutes.

7: Jesters of any level are immune to insanity of any sort (no matter what anyone else thinks). This does not include *confusion* spells and the like.

8: Jesters are accustomed by trade to juggling small objects and doing tricks with them. This experience has an important side effect; any time a jester is aware that a small grenade-like object, dagger, or dart has been tossed within 10 feet of him or her, there is a base 80% chance, +1% per level of the jester to a maximum of 99%, that the jester can successfully catch the item in question and immediately (in the same segment) toss it back in the direction it came from. The jester cannot do anything else in that round, but may do this up to three times in a round if necessary. Only objects up to 10 gp (one pound) in weight may be so caught in this manner. The

category of grenade-like objects could include vials of poison, flaming bottles of oil, acid grenades, or the third form of *Otiluke's Freezing Sphere*. Even a poisoned dagger may be safely grasped if the jester catches it, provided the hilt itself is not poisoned. The jester will not be struck by the item if he or she misses, unless the caster had made a successful "to hit" score in the first place. If the jester catches a dagger or dart but has no expertise with the weapon, it can be thrown back but will have the non-proficiency penalty on the chance to score a hit. To perform this action, the jester must have at least one hand free and cannot be wearing any sort of glove or hand covering.

9: At the 16th level of ability and above, a High Jester is also known as a Prince of Fools. He or she then gains the power to read and utilize scrolls of a magic-user or illusionist nature, with the same degree of skill as a 10th-level thief. The same chances for causing the spell to be misunderstood or backfire are present; however, if the spell backfires, there is

JESTER TABLE I

6-sided dice for

| Experience points | Experience level | hit points | Level title        |
|-------------------|------------------|------------|--------------------|
| 0—1,100           | 1                | 1d6        | Wit                |
| 1,101—2,200       | 2                | 2          | Comic              |
| 2,201—4,500       | 3                | 3          | Clown              |
| 4,501—9,000       | 4                | 4          | Buffoon            |
| 9,001—18,000      | 5                | 5          | Joker              |
| 18,001—36,000     | 6                | 6          | Trickster          |
| 36,001—64,000     | 7                | 7          | Harlequin          |
| 64,001—100,000    | 8                | 8          | Merryandrew        |
| 100,001—140,000   | 9                | 9          | Jester             |
| 140,001—200,000   | 10               | 10         | High Jester        |
| 200,001—400,000   | 11               | 10+2       | High Jester (11th) |
| 400,001—600,000   | 12               | 10+4       | High Jester (12th) |
| 600,001—800,000   | 13               | 10+6       | High Jester (13th) |
| 800,001—1,000,000 | 14               | 10+8       | High Jester (14th) |

200,000 experience points per level for each additional level beyond the 14th.  
Jesters gain 2 hit points per level after the 10th.

JESTER TABLE II

| Jester level | New languages | Climb walls | Pick pockets | Catch object | Jester spell level |   |   |   |   |   |   |   |
|--------------|---------------|-------------|--------------|--------------|--------------------|---|---|---|---|---|---|---|
|              |               |             |              |              | 1                  | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 1            | 1             | 75%         | --           | 81%          | -                  | - | - | - | - | - | - | - |
| 2            | 0             | 77%         | --           | 82%          | 1                  | - | - | - | - | - | - | - |
| 3            | 1             | 79%         | 30%          | 83%          | 2                  | - | - | - | - | - | - | - |
| 4            | 0             | 81%         | 35%          | 84%          | 2                  | 1 | - | - | - | - | - | - |
| 5            | 1             | 83%         | 40%          | 85%          | 3                  | 2 | - | - | - | - | - | - |
| 6            | 0             | 85%         | 45%          | 86%          | 3                  | 2 | 1 | - | - | - | - | - |
| 7            | 1             | 87%         | 50%          | 87%          | 4                  | 3 | 2 | - | - | - | - | - |
| 8            | 0             | 89%         | 55%          | 88%          | 4                  | 3 | 2 | 1 | - | - | - | - |
| 9            | 1             | 91%         | 60%          | 89%          | 4                  | 4 | 3 | 2 | - | - | - | - |
| 10           | 0             | 92%         | 65%          | 90%          | 4                  | 4 | 3 | 2 | 1 | - | - | - |
| 11           | 1             | 93%         | 70%          | 91%          | 4                  | 4 | 4 | 3 | 2 | - | - | - |
| 12           | 0             | 94%         | 80%          | 92%          | 4                  | 4 | 4 | 3 | 2 | 1 | - | - |
| 13           | 1             | 95%         | 90%          | 93%          | 4                  | 4 | 4 | 4 | 3 | 2 | - | - |
| 14           | 0             | 96%         | 100%         | 94%          | 4                  | 4 | 4 | 4 | 3 | 2 | 1 | - |
| 15           | 1             | 97%         | 105%         | 95%          | 4                  | 4 | 4 | 4 | 4 | 3 | 2 | - |
| 16           | 0             | 98%         | 110%         | 96%          | 4                  | 4 | 4 | 4 | 4 | 3 | 2 | 1 |
| 17           | 1             | 99%         | 115%         | 97%          | 4                  | 4 | 4 | 4 | 4 | 4 | 3 | 2 |
| 18           | 0             | 99%         | 125%         | 98%          | 4                  | 4 | 4 | 4 | 4 | 4 | 4 | 3 |
| 19           | 1             | 99%         | 125%         | 99%          | 4                  | 4 | 4 | 4 | 4 | 4 | 4 | 4 |

only a 10% chance that it will adversely affect the jester casting it. (Other people nearby may not be so fortunate.)

10: Jesters are so skilled at casting their voices (most commonly when using mannequins) that they function as if they had a permanent *ventriloquism* spell, though this ability is not magical. The range of this ability is & 1" radius around the jester (10 feet indoors and 30 feet outdoors). As with the spell, the jester may change his or her voice, make different sorts of noises, and so on, so long as the noises are something that could conceivably be made vocally. There is a 10% chance per point of intelligence that each listener has above the Intelligence of the jester that the ruse will be discovered; this chance may be rolled once per round when the ventriloquism ability is used.

#### Magic items

Magic leather armor, magic small shields, and magic weapons of the permitted types may be employed by jester characters! Only those magic items usable by all character classes and restricted to none may also be used by a jester.

At the Dungeon Master's option, jesters may have several special magical items that can be used only by the jester class. Other character classes attempting to make use of these items may suffer minor damage, a mild form of insanity or confusion, or some other effect of a comic nature. The Dungeon Master is left to his or her own best judgement and creativity in coming up with such items and their potentially useful or debilitating effects. Imagine the uses of the *Nose of Bozo*, the *Arrow of Steve Martin*, or the dreaded *Tome of Henny Youngman*.

#### Magic spells

By dint of studious application, and a lot of luck, jesters may manage to commit to memory a small number of magic spells normally usable by magic-users, druids, or illusionists. All the jester's spells are of the Enchantment/Charm variety, and there is a 1% chance per level of the spell that it will misfire each time it is used and have no effect, since jesters' minds weren't made for storing spells well. Jesters must research the spells they wish to know (and may invent new ones if they desire); upon learning each new spell, a jester is able to record it in a special spell book that cannot be used by anyone but another jester, so he or she can relearn the spell after it is cast. This is very much like the way in which rangers learn and use their magic-user spells. Jesters can cast their spells while wearing leather armor. A complete list of spells (if the DM desires, include other Enchantment/Charm spells) as follows:

#### Weapons and armor

Jesters may only wear leather armor, but they may employ small shields of any sort in combat. They tend to dress in bright colors, but might not necessarily be highly visible at extreme ranges. The only weapons permitted to jesters are clubs, daggers, scimitars, slings, staves, and swords (either short, long, or broad swords). Oil may be used as a weapon, but jesters will almost never use poison under any circumstances but the most extreme. Too frequent use of poison changes a jester's alignment to evil irrevocably. Jesters attack on the thief's combat table, but have none of the thief's benefits on backstabbing opponents. Two weapons may initially be chosen by a jester character at first level. The non-proficiency penalty is -3, and a new weapon is gained for every four levels of experience beyond the first.

#### Henchmen and hirelings

Jesters may take into service any sort of standard hireling as listed in the *Dungeon Masters Guide*, with the exception of any lawful or evil characters. Henchmen may be taken at any level and may be any character except paladins, assassins, monks, and any other lawful or evil characters. Jesters do not normally establish castles or citadels, and don't attract any followers even if they do. They can give performances at arenas in any city, as well as spontaneous shows at any street corner; payment by local crowds should be determined by the DM. A jester of ninth level or more may establish a "fun house" or carnival to attract bigger crowds and make more money; details, again, should be worked out by the DM.

#### First level

*Animal Friendship* (D)  
*Charm Person* (M)  
*Friends* (M)  
*Hypnotism* (I)  
*Sleep* (M)

#### Second level

*forget* (M)  
*Ray of Enfeeblement* (M)  
*Scare* (M)  
*Trip* (D)

#### Third level

*Hold Animal* (D)  
*Hold Person* (M)  
*Suggestion* (M)

#### Fourth level

*Charm Monster* (M)  
*Confusion* (M)  
*Fumble* (M)

#### Fifth level

*Feeblemind* (M)  
*Hold Monster* (M)

#### Sixth level

*Mass Suggestion* (I)

#### Seventh level

*Mass Charm* (M)

#### Eighth level

*Otto's Irresistible Dance* (M)  
Jester Table II shows the levels at which a jester may gain new spells and how many spells the jester may cast per day. Jester NPCs will use these spells to best possible advantage in causing the most amusing situations that can be imagined by the DM. Only in times of great danger or duress will the jester use these spells with an intent to cause real harm.

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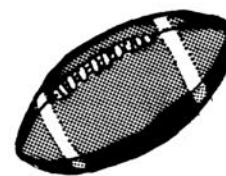
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# Duh JOCK



by Jon Mattson  
(obviously a 98-pound weakling)

The Jock is a subclass of fighter with limited magical ability and an unlimited number of reasons why no one would want to be one. Nevertheless, many characters choose to follow this line of work. I'm sure you know the type:

The principal (often only) attributes of the jock are constitution, which must not be less than 12, and strength, which must be at least 10. In addition, the jock has *maximum* limits in the other characteristics: Dexterity cannot be more than 16, intelligence and wisdom not more than 10, and charisma not more than 8. If a jock has strength and constitution of 15 or more and wisdom of less than 8, he or she gains the benefit of a 10% bonus to earned experience points, awarded by the DM, referee, or publicity agent, as the case may be.

Jocks can be of any alignment, but tend toward chaos and neutrality (usually Chaotic Brash or Neutral Self-Centered).

Humans and half-orcs have unlimited level advancement in the class; members of all other races can rise no higher than eighth level, or sixth level if charisma is higher than 7. Non-human jocks can be multiclassed as thieves or magic-users. Such figures are commonly known as jocks-of-all-trades.

## Armor, weapons, magic items

Jocks can wear three types of armor: jogging shorts and T-shirt (AC 9), sweatsuit or jogging suit (AC 8), or football padding (AC 6). For each week the jock goes without washing his armor, its effective armor class will improve by one place, up to a maximum AC bonus of four places. The jock can and will use any type of shield, up to and including other members of the party.

Jocks can use any sort of weapon, but will *always* have to take a non-proficiency penalty when using any weapon but the following: baseball bat, hockey stick, tennis racket, cleats, or football. Treat all these weapons as staves, except for cleats (as daggers, but with 1 extra point of damage for every 50 pounds of the jock's weight) and footballs (as sling bullets).

Jocks can employ a limited number of magic items: all "cursed" items, protection scrolls (if the jock can read), magical versions of the armor and weaponry they normally use, and any potions, scrolls, and rings which affect strength, constitution, athletic ability, and/or health. Jocks are immune to *rings of weakness*, but are doubly susceptible to *potions of delusion*. In addition, there are some magic items (described below) usable primarily by jocks.

JOCKS TABLE 1: Experience points & levels

| Experience points | Level | Dice for ac-cumulated HP | Level title |
|-------------------|-------|--------------------------|-------------|
| 0 — 2,250         | 1     | d12                      | Walker      |
| 2,251 — 4,500     | 2     | +d12                     | Jogger      |
| 4,501 — 10,000    | 3     | +d10                     | Runner      |
| 10,001 — 20,000   | 4     | +d10                     | Athlete     |
| 20,001 — 40,000   | 5     | +d8                      | Pro         |
| 40,001 — 80,000   | 6     | +d8                      | Hero        |
| 80,001 — 140,000  | 7     | +d6                      | Super Pro   |
| 140,001 — 250,000 | 8     | +d6                      | Super Hero  |
| 250,001 — 500,000 | 9     | +d4                      | Jock        |
| 500,001 — 750,000 | 10    | +d4                      | Super Jock  |

250,000 experience points per level for each additional level beyond 10th. Jocks gain 2 HP per level after the 10th.

JOCKS TABLE 2: Special abilities and talents

| Level title      | Level | Move | Sports lore | Special ability |
|------------------|-------|------|-------------|-----------------|
| Walker           | 1     | 12"  | 10%         | A               |
| Jogger           | 2     | 14'  | 20%         | B               |
| Runner           | 3     | 15"  | 25%         | C & D           |
| Athlete          | 4     | 15"  | 30%         | E               |
| Pro              | 5     | 16"  | 35%         | F               |
| Hero             | 6     | 16"  | 40%         | G               |
| Super Pro        | 7     | 17"  | 45%         | H               |
| Super Hero       | 8     | 17"  | 50%         | I               |
| Jock             | 9     | 18"  | 55%         | J               |
| Super Jock       | 10    | 18"  | 60%         | K               |
| Super Jock, 11th | 11    | 18"  | 6 5 %       | —               |
| Super Jock, 12th | 12    | 18"  | 7 0 %       | —               |

Note: Sports lore continues to increase by 5% per level, to a maximum of 90% at 16th level.

**Move:** A jock's movement rate increases with experience, similar to the way a monk gains speed. Note that this refers to physical movement only; a jock's mental processes are seldom quicker than those of an intelligent dog in any event.

**Sports lore:** This represents the jock's ability to come up with an obscure sports fact or answer a trivial sports-related question. Successful performance of this ability has the effect of creating *admiration* in lower-level jocks (and anyone else with an intelligence of 8 or less), or *boredom* in anyone with intelligence higher than 11.

## Special abilities

**A — Protection from Junk Food:** This ability can be employed once a day. It enables the jock to muster up enough will power to avoid junk food, or neutralize the effects of anything he has just eaten (including poison, potions, and corn chips).

**B — Health food Kick:** The jock begins carrying health food with him and can try to get other people to eat it as many as three times a day (once per meal). If the jock displays this nutritious but unappetizing food before eating it himself, it can cause *nausea* in all other viewers (as if affected by a *stinking cloud* spell).

**C — Feign Death:** The jock is able to collapse, comatose, as if affected by the cleric spell of the same name. The ability can be used twice a day, and before each use the jock must run at full speed for a number of minutes equal to twice his constitution score.

**D — Diet:** This power, usable once a month, enables the jock to lose from 2-20 pounds of weight right away. It's nice to have handy when a jock's *protection from junk food* ability has been used up for the day, and the old armor is getting a little tight.

**E — Mind Over Body:** This ability works in a similar fashion to the psionic power of the same name (but without the point cost.) It enables the jock to ignore such discomforts as hunger, sore feet, foul tips, and Howard Cosell.

**F — At fifth level,** the jock gains an automatic +1 on his constitution score — which gives him such a swelled head that he also takes a -1 penalty to charisma. The jock is also afflicted with *megalomania* at this stage of his development.

**G — At sixth level,** the jock is able to use the equivalent of a *strength* spell once a day. Employment of this ability requires 15 minutes of strenuous exercise immediately beforehand and causes a complete collapse (see ability C) for 1-10 minutes afterward.

H — *Boredom*: Upon gaining this ability, the jock becomes able to bore people to sleep with his bragging, stories of "heroic" tales, and his repertoire of trivial sports facts. The *boredom* acts as a powerful *sleep* spell, which can affect one creature of more than four HD/levels if the listener fails a saving throw vs. petrification. *Boredom* requires one turn to put into effect and, fortunately for the rest of us, is usable only three times a day.

I — *Friends*: This ability is the equivalent of a *friends* spell, usable once per day for each three full points of charisma the jock possesses. It is particularly useful, since under normal circumstances a jock doesn't have friends.

J — *Money*: A jock who advances to 9th level is a professional, and he earns an income to prove it. This financial bonus comes from such things as doing television commercials, suing sports reporters, and other activities for which jocks are well known. It is only paid once, with the amount varying from jock to jock: Roll d% and add the jock's charisma score to the result. An adjusted dice roll of 01-25 means 5-500 gp of income; 26-50 means 10-1,000 gp; 51-75 means 20-2,000 gp; 76-90 means 30-3,000 gp; 91-00 means 50-5,000 gp; and a score of 101 or more means 100-10,000 gp.

K — *Fear*: The effect of this special ability upon onlookers and listeners is the same as for the magic-user spell of the same name. The jock can "cast" fear into the hearts of those around him in one of three ways: by threatening to tell a tale about one of his heroic deeds, by threatening to open his gym locker, or (if he has retired or is semi-retired) by threatening to come out of retirement. If the first of these methods is used and is combined with ability H (as the jock carries out his threat), victims have a -4 penalty to their chance of saving vs. *boredom*.

#### Henchmen, followers, etc.

A jock cannot have any men-at-arms, servants, aides, or henchmen until eighth level (when the friends ability is gained).

When a jock attains 10th level, he may opt to establish a memorial arena or similar structure. When such an establishment is built, it will attract a body of other jocks (usually numbering 3-18 and being of levels 1-4) and 1-6 men-at-arms (first or second level fighters with intelligence and wisdom scores of 6 or less and constitution of 12 or more).

#### Magic items made for jocks

*Hockey Stick +5, Holy Terror*: In the hands of any character other than a jock, this will perform only as a *hockey stick* +2. In the hands of a jock, however, it is a +5 weapon which will also knock out 1-6 of the opponent's teeth on a natural roll of 19 or 20. This occurrence will reduce a character's charisma by 1 point, or reduce a monster's biting damage by 1 point.

*Boots of Jogging*: This special footwear allows the jock to jog at a steady pace for six hours without needing to rest. These boots are also referred to as "sneakers," probably because they allow the jock to add +1 to all surprise rolls.

*Pennant of Bravery*: By waving this mystical flag and yelling "Go team, go!" the jock can cause all friendly viewers to fly into a berserk rage (+20% to morale, -2 to hit but +2 to damage).

*Ball of Bowling*: This is a +3 weapon that can knock over any opponent weighing 500 pounds or less that is hit by it. On a natural roll of 19 (mystically known as a "split"), up to two other similar opponents behind the one struck will also be bowled over. On a natural 20, up to four similar opponents will be so affected if the jock yells out the magic word "Strike!" when releasing the ball.

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## Tasteless Song of the Month

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### Valley Elf

Valley Elf,  
He's a Valley Elf,  
Valley Elf,  
He's a Valley Elf . . .

So cool, so fair,  
With chartreuse hair,  
So young, secure --

"Fer sure, fer sure,  
like, oh, man, I was really down today,  
like, sooo down,  
I almost flunked *archery* today,  
I was blitzed totally, it was  
wrong. Like, I wore my elven cloak  
into the dungeon, y'know, and it got all  
grody with, wow, like  
*spider* webs and *green slime* all over it,  
like *yucko*, like  
when I saw it when we got out I thought, oh,  
gag me with a *wand*,  
it was *grody* to the max, just *psionic*, like,  
and I had to clean it, oh,  
gross me out, man.  
Totally *awesome*. I *hate* to go in dungeons,  
they are *so rank*, and some of the monsters just like  
*freak* me out, man, like wow.  
I even saw a fer real monster, like *real* close up  
once, and it was *really*, like, totally  
disgusting, *barf city* man, it was so *gross*  
that I thought, like, Hey, keep away from me, man!  
Like *no way* I'm gonna ever even use my sword  
on you, I just *waxed* it, y'know, like  
gag me with a mace."

Valley Elf,  
He's a Valley Elf,  
Valley Elf,  
He's a Valley Elf . . .

North of Geoff, South of Ket,  
By the River Javan wet,  
Living with the stubby gnomes,  
The Valley Elves do make their homes,

"Sure, totally, y'know, I had a dog, man,  
a cooshee, like he was special,  
a Gucci cooshee poochie,  
he had designer genes, like, really rare,  
he was just awesome, but not too housebroken.  
I had to clean up after him, and that was like *grody*,  
just gross to *the max*, but, wow,  
like, no biggie, cuz he was my  
dog, y'know, but he's gone now, totally, see,  
I met-the *mage* the other day, and, wow, man,  
the *mage* has got like no,  
*totally no* sense of humor. Like, I made a joke,  
y'know, I thought it was *super*,  
like, I saw the mage and said like, hey,  
we're in the Valley of the Jolly,  
like, Ho Ho Ho, Green Valley Mage,  
just like the freakin' commercials,  
but he just looked at me, like wow,  
he must have *really* been out of it, man,  
like he was so out of it he threw  
one of those, like, meteor swarms at me, it was just  
*awesome*, I mean it was just, oh wow man, it was  
*astral*, and it missed me and hit my dog,  
my designer dog, like,  
crispy critter city,  
I was *really* bummed out, really bad like."

**Sweatsuit +5:** This magical suit, if worn constantly for longer than one day, allows the wearer to cast the equivalent of a *stinking cloud* spell up to three times per day thereafter. A non-jock who attacks a jock attired in such a magical suit can choose to try to tear either the shirt or pants from the jock's body instead of attempting a normal hit in combat. Once a *sweatsuit +5* has been "activated," burning it the only way to get rid of the *stinking cloud* property of the suit; not even *soap of scrubbing* will do any good.

# Spells for everyone

by L. Creede Lambard and Jerry Stoddard

(known to each other and a few privileged friends as *Stomper* and *Dr. Wombat*, probably not in that order)

Why should magic-users and clerics have all the fun? In our campaigns we have noticed a need for spells that the average fighter or thief can use to help himself or herself get along. At the same time, we realize that allowing your average thief to defuse a trap by dropping a 4-dice fireball on it would seriously affect the balance, purpose, and length of almost any campaign.

After some well-spent minutes of research and study, we are ready to offer the following list of spells anyone can use. And that means *anyone* — any player character or NPC. And, for that matter, some of them may have applications in real life. (You *do* remember what real life is like, don't you?)

## General notes

Most of these spells allow a save vs. intelligence on the part of the target (whomever or whatever the spell is being cast against). Anything dumb enough to believe in the effects of most of these spells deserves what it gets. For most spells, the range, area of effect, and duration are the same as for the magic-user or cleric spells from which they are derived. All components needed (material, verbal, or somatic) are mentioned in the text description of the spells. These spells have been arbitrarily designated as ½-level spells, since they are less powerful than first-level spells but (in our considered opinion) better than no spells at all.

## Monster summoning ½

This is about the most reliable spell of the lot. To execute it, the caster must simply jump up and down, waving his arms and shouting, "Yoo-hoo, beastie! Come and get me!" The caster may also use a warm beef roast as an added incentive to entice reluctant monsters. An alternate form, usually employed against fairly intelligent monsters, is to loudly declare, "Oh, dear me. I simply don't know how I'm ever going to spend these *eight thousand platinum pieces* I brought with me. Maybe I should get a *new sword to rep/ace mine*, which I left at home. Whatever shall I do?"

## Bigby's Insulting Hand

This magic is executed by yelling out to the intended target, "Hey, you!" and then making some disparaging remark about its ancestry while raising one hand (the other had better be holding a weapon) and moving it in the fashion of the derogatory gesture of your choice. The target will probably become enraged and head your way, in which case it would be a good idea to have a *Disappear ½* (q.v.) spell handy.

## Wombat's Tiny Hut

The material component of this spell is a neutral-colored cloak. In the face of impending danger, the caster drapes it over himself and does a credible imitation of a boulder.

## Feign Death ½

This spell requires the use of a large white lily. To effect the magic, the caster must stagger around the room (or clearing, or whatever) saying such things as, "Aargh, a touch, I do confess it! I fear I breathe my last! Give my plate mail to Sis. Bury me not on the lone prairie!" and so forth. When everyone has gotten the point, and then some, the caster drops over on his back, clutching the lily on his chest, and lies rigid. The duration of the spell depends on how long the caster can stay rigid.

## Comprehend Languages ½

This spell requires a copy of *Stomper and Wombat's Official Multilingual Dictionary of Fantastic Tongues*, available anywhere in the multiverse at one of *Stomper and Wombat's Panchronatic Multiversal Trading Posts*, usually 10 gp but on sale this week for only 5, step right this way . . .

## Tongues ½

This spell has no material component, although props may be used to make one's meaning more clear. The caster simply speaks his piece in his normal tongue, in a loud voice and with much emphasis and much waving of arms. Example: "Whassa matter? No speak-a da Common? Where's the bath-room? You know — roomo da batho?"

## Insect Plague ½

The material component of this spell is a packed picnic lunch. To cast the spell, the caster and several friends must sit down to begin eating.

## Summon Thunderstorm ½

The material component of this spell is a packed picnic lunch. To cast the spell, the caster and several friends must sit down to begin eating.

## Find The Path ½

This spell requires a compass, a *Boy Scout Handbook*, and a set of local aerial reconnaissance maps, available anywhere in the multiverse at one of *Stomper and Wombat's Panchronatic Multiversal Trading Posts*, usually 15 gp but on sale this week for only 10, step right this way . . .

## Disappear ½

This spell requires the use of a well-broken-in pair of shoes. The caster must point to a spot somewhere behind the creature he is facing and say, "Don't look now, but there's three dozen trolls and six ogres sneaking up behind you!" If the creature fails to save vs. intelligence it will turn around, at which point the caster calls out, "Feets, don' fail me now!" and runs for the nearest horizon while whistling the *Looney Tunes* theme song.

## Purify Food ½

This one is simple. All you need is a tin of black pepper and a bottle of catsup. Everyone knows you can eat *anything* if you put enough catsup and pepper on it.

## Commune ½

Despite the fact that it seldom works, this is handy to have as a last resort. The player (here representing his character) kneels, clasps his hands, turns toward the DM, and says, "Puh-leeeeeeeze give me a *hint*!"

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# For sail: One new NPC

## Welcome the mariner aboard your game by Scott Bennie

The mariner is a non-player character for the AD&D® game, a fighter sub-class that specializes in the skills and weapons mastery appropriate to seafarers. Mariners may be of any alignment; two well-known sub-variants of the mariner are the neutral buccaneers and evil pirates, who are identical to mariners in every respect. They use the attack and saving-throw tables of fighters, and they have no innate spell-casting abilities. Starting ages, initial funds, restrictions on material and magical ownership, and the like are as per the fighter class.

To become a mariner, a non-player character must have a strength of not less than 12, an intelligence of 12 or greater, a dexterity of 13 or greater, and a constitution of not less than 10. They do not gain bonuses for earned experience. Mariners may be humans (with unlimited level advancement), elves (either grey or high), half-elves (with one parent either grey or high), or half-arcs. Elves may be multiclassed as mariner/magic-users, mariner/clerics, mariner/thieves, or mariner/thief/magic-users. Half-elves may be multiclassed as mariner/clerics, mariner/magic-users, mariner/thieves, or mariner/cleric/thieves. Half-arcs may become mariner/assassins, mariner/clerics, or mariner/thieves. Level limits are as per the fighter class in *Unearthed Arcana* in the case of nonhumans, except that a dexterity of 17 is required to exceed 10th level, and a dexterity of 18 is required to exceed 12th level.

At the DM's option, a half-elf mariner or mariner/thief may be declared to have had an aquatic elf parent. Such a character cannot cast magic and is limited to the 6th level of advancement as a mariner, but he or she can breathe water automatically by means of gills on his or her neck. The character may also communicate with dolphins, taking the dolphin's tongue as a language (as well as the sea elves' tongue).

### Armor and weapons

Mariners normally wear only leather armor, because shipboard work is too strenuous for bulkier dress. Before battle, magical chain mail, ring mail, or studded leather may be donned, but such armor will be taken off again as soon as the fighting is done. Mariners value movement and low encumbrance highly.

Due to their training and agility in combat, mariners gain a +2 bonus on their armor class while wearing leather or no armor at all (so that AC 8 becomes AC 6). This armor bonus is cumulative with the wearing of magical rings, bracers, and other items that alter armor class. Mariners will use only small-sized shields (the sort that can be used to defend against one opponent at a time), and may use spiked bucklers.

Mariner NPCs begin at 1st level with proficiency in three weapons. They gain a new weapon for every three experience levels they rise (i.e., a new weapon at 4th, 7th, 10th, etc., level) and wield weapons with which they are not proficient at a -2 "to hit" penalty. Mariners gain new attacks per round as a fighter does; they may also use oil or poison (if the DM permits), but will rarely do so.

Because shipboard fighting takes place in close quarters and striking speed is so important, mariners only use certain hand-to-hand weapons and no others: hand axes, clubs, daggers, hammers, knives, saps, scimitars, quarterstaves, and one-handed swords (broad, long, and short). These weapons are also very effective against lightly armored opponents. Short spears and tridents will be used in initial boarding actions and may be taken with proficiency, though these weapons are usually discarded in close combat. Being skilled at close-quarters fighting (including "pier six brawls") gives mariners a +1 bonus to hit when using their fists, using either Method II for unarmed combat (*Unearthed Arcana*, pp. 106-107, or the variant combat system in *Best of DRAGON® Magazine*, Volume 4, pp. 42-44).

Mariners use various missile weapons that adapt well to seafighting. Javelins and harpoons are favored for their range and power, and spears are often cast between ships as well. Mariners may also be proficient at heavy weapons such as ballistae and catapults, and mariners who dive underwater may choose to be proficient with the underwater net (see the *Dungeon Masters Guide*, p. 56). Note that the fitting of a catapult aboard a ship is a tricky thing, as the shot may fly through the ship's own rigging and sails.

Light and heavy crossbows are commonly used, since these weapons have great range and penetrating power against lightly armored opponents. Longbows and short bows require greater care than crossbows and are more easily damaged by seawater, and thus are usually not learned. Mariners can use crossbows with great accuracy, gaining a +1 "to hit" bonus when using them. This results from using them so often on normally unsteady ships and from practiced aiming at individual targets. Crossbows may not be reloaded by mariners in a ship's rigging; solid footing is required to recock the weapon.

### Parrying & disarming

Sea combat is not always to the death; it is often preferable to capture opponents, as experienced sailors are hard to come by. Thus, mariners often try to win fights by killing as few sailors as possible. Defensive parrying and disarming strikes are frequently used as a result, as is subdual (*Unearthed Arcana*, p. 106).

Mariners can effectively parry attacks when using scimitars, swords, clubs, or staves. Parrying involves subtracting a mariner's total "to hit" bonus (including strength and magical adjustments) from the "to hit" roll of an attacking opponent. The mariner may elect to parry one attack directed against him for every attack per round that the mariner normally gets, but cannot both parry and attack in the same round unless he successfully disarms his opponent (see below). A mariner must state, before the attack against him is rolled, whether he intends to parry that attack. A blow cannot be parried more than once, and a parry cannot be redirected as an offensive attack once it is declared.

Only weapon attacks made from man-sized or smaller opponents can be parried; claw attacks and blows from giants, demons, dragons, undead, purple worms, etc., cannot be turned aside. Although a mariner cannot parry when surprised, he can parry an opponent who has won initiative against him.

Mariners use the disarming rules as noted in *Unearthed Arcana*, p. 106, but have a special ability available to them. If a mariner successfully disarms an opponent, the mariner may strike at the opponent again, either to kill or subdue, as an extra attack above and beyond all others allotted that round. Optionally, if using a sharp-edged weapon, the mariner may place the weapon against a vital spot on the opponent and demand the victim's surrender. If the victim refuses, the mariner gains automatic initiative to strike, and gains a +3 bonus to hit and damage the opponent. This attack will finish out the attacks for the mariner in that round.

### Mariner skills

Shipboard life and familiarity with the sea gives the mariner NPC a wide variety of special talents. These skills are listed below and described individually.

**1. Swimming:** It can be assumed by the DM that any character who has lived by a body of water can swim. Mariners are excellent swimmers capable of swimming faster and surviving longer in the water than any other character class. Specific rules on swimming, drowning, and hypothermia follow.

**Movement:** According to the *DMG* (p. 56), the base swimming rate is equal to dungeon movement rate (i.e., one-third normal wilderness movement rate). This produces the following rates:

| Move<br>rate | Distance traveled in: |           |
|--------------|-----------------------|-----------|
|              | 1 round               | 1 segment |
| 6"           | 60'                   | 6'        |
| 9"           | 90'                   | 9'        |
| 12"          | 120'                  | 12'       |
| 15"          | 150'                  | 15'       |

Mariners swim at a 15" movement base. Wearing non-magical leather armor and every 50 gp of encumbrance (100 gp for mariners) reduces a character's swimming movement by 3". At 0", the swimmer cannot maintain his buoyancy and will be forced to walk on the bottom of the body of water (provided he can breathe, of course). Magical ring mail, studded leather, and chain mail are the equivalent of non-magical leather, if waterproofing was part of the dweomer cast upon such armors. Magical leather armor counts as no armor at all.

Because water density restricts movement, "retreat" movement is only twice the base swimming rate. All movement submerged is half the surface rate.

**Drowning:** When a person swims in water for an extended length of time, there is a chance that the swimmer will not be able to maintain his buoyancy; then he will drown. Consult the chart below, doubling the amount of encumbrance for mariners and treating magical ring mail, chain mail, and studded leather armor as non-magical leather, to determine at what interval a drowning check must be made. Magical leather is equal to no armor at all.

No armor or encumbrance — 2 hours  
 Leather armor (non-magical) — 1 hour  
 At least 50 gp enc. — 1 hour  
 Leather and 50 gp enc. — ½ hour  
 At least 100 gp enc. — ½ hour  
 Leather and 100 gp enc. — 1 turn  
 At least 150 gp enc. — 1 turn  
 Leather and 150 + gp enc. — 5 rounds  
 At least 200 gp enc. — 5 rounds

The base chance for drowning is 25%, modified as follows:

Salt water: -10%  
 Calm water and/or weak current: -20%  
 Choppy water or moderate current: -0%  
 Rough water or strong current: +15%  
 Storm (check every turn): +50%  
 Treading water (0" movement): -15%  
 Every previous drowning check made: +10%  
 Every level of mariner or sea-deity cleric: -3 %/level  
 Every level of sea-deity worshiper: -1 %/level  
 Buoying device: -5% to -50%

Note that if a drowning check is called for twice (e.g., if the swimmer is wearing leather and has 100 gp encumbrance during a storm), the character must make two drowning rolls, and the +10% factor for previous checks made applies from the first roll to the second roll.

**Hypothermia:** Hypothermia from exposure to cold waters can cause drowning. A *ring of warmth* or similar magic item or spell will prevent hypothermia; otherwise, a drowning check must be made every turn that the water temperature is below 50°F, or every two rounds if the temperature is below 40°F. The addition to the drowning roll is as follows:

Water temperature below 60°F: + 10%  
 Water temperature below 50°F: + 30%  
 Water temperature below 40°F: + 60%

**2. Diving:** Although water can cushion a fall, a person jumping into it from a great height is going to be hurt. Mariners are accomplished divers, however.

Diving into water in heavy armor carries dire consequences. If a person leaps into the water in any armor except leather, he will take

half the damage that he would have sustained had he fallen on solid ground, and is likely to sink as fast, if not faster than, an anchor.

In order to successfully dive, the water must be deep enough to recover from the fall. For a dive of 30' or less, the minimum depth is 4' (5' for non-mariners). For a dive of between 30' and 90', the minimum depth is 8' (10' for non-mariners), and for a dive above 90', the minimum depth is 12' (15' for non-mariners). If the water is too shallow, the diver will sustain half the damage he would have suffered had he struck hard ground, minus a number of hit points equal to twice the depth of the water in feet subtracted from the height of the fall in feet (as the water decreases the diver's velocity and absorbs some of the kinetic energy).

Even without minimum depths, falling into the water can hurt, although not as badly as falling onto solid ground. A diver is able to jump from as high as 50' without taking damage; every 10' above the maximum height will cause the diver to sustain 1d6 damage (75% of which is counted as incidental damage, as per the *Dungeon Masters Guide*, p. 72). If the diver is encumbered, the minimum safe height increases; wearing leather armor (and every 100 gp amount of encumbrance) reduces the safety height by 10' increments to a minimum safe diving elevation of 20'. Mariners have an increase in their safe diving elevation of 10' per level, to a maximum of bonus of 150' at 11th level.

**3. Holding breath:** A character is normally able to hold his breath for only one round, emerging from the water to regain his breath at this time. Mariners are exceptionally good at this skill and are able to hold their breath for two rounds, plus one round per four points of constitution (four rounds at constitution 10-11, five rounds at constitution 12-15, and six rounds at constitution 16 and above). A character forced past his limit takes 1d6 hit points damage, cumulative, per round (1d6 on the 1st round, 3d6 on the 2nd round, 6d6 on the 3rd round, etc.) of which 75% is incidental damage (DMG, p. 72), as will a character who exceeds his depth limit (75' for non-mariners, 125' for mariners).

**4. Navigation:** Navigation is the science of directing ships over large bodies of water. In medieval times, the technology of navigation was very primitive (the compass was not employed aboard ship until after 1300 A.D.); while Prince Henry the Navigator advanced the training of navigators, technological developments in navigation were insignificant until well after the medieval period. In an AD&D universe, magic usually replaces technology, and ships might carry magical instruments that perform the same function as an astrolabe or sextant. These devices would be among the most valuable treasures aboard a ship.

A navigator's chief function, of course, is to plot the ship's course. To determine the accuracy of a course, plot the route between the point of departure and destination, checking for errors daily by rolling percentile dice. Subtract the mariner's navigation roll from the score. If the total is greater than zero, then that is the percentage that the course is in error. For example: A ship has a course plotted that will allow it to sail sixty miles in a day. The navigator makes a 10% error. The ship is 10% of 60 miles off course, or 6 miles. There is a 50% chance that the direction of error is portside and 50% chance that it is starboard; the DM may wish to adjust the direction of the error, given phenomena such as strong winds or current.

Only one roll may be made for a vessel each day, using the highest navigation roll of any mariners aboard. The navigation roll is subject to the following modifiers.

Two or more navigators in consort: +15%\*  
 Ship sailing against moderate current: -5%  
 Strong breeze: -10%  
 Ship is old or worn (unseaworthy): -10%  
 Ship sailing against strong current: -15%  
 Strong gale: -25%  
 Storm or greater force winds: -50%

The following technological modifiers are also used:

Primitive technology:

Out of sight of landmarks: -30%

Rudimentary technology (compass, cross-staff, astrolabe):

Light cloud cover: -10%

Heavy cloud cover: -25%

Advanced technology (post-astrolabe):

Light cloud cover: -5%

Heavy cloud cover: -10%

\* — See note below on two navigators in consort.

A character with a secondary skill of navigator (as per the *DMG*, p. 12) has a base *navigation/piloting* score of 40% and a base *sea lore* score of 10%. These benefits come from training prior to attaining 1st level.

A character may increase his *navigation/piloting* and *sea lore* scores if he takes a 5% experience-point penalty and takes an extra week of training between levels. The extra training costs 100 gp/level, so a 5th-level mariner training for 6th level would pay 600 gp. The 5% penalty on experience means that the character must drop 5% of all experience earned, slowing his level advancement rate. The *navigation/piloting* score will then advance by 2% per level (to a maximum score of 70%), and the *sea lore* score increases by 4% per level to a maximum of 50%. If a character has a 50% score in *navigation/piloting*, he may work with another navigator with a similarly high score in consort, improving their mutual chances of success.

**5. Piloting:** Piloting is the science of directing a ship through a hazardous area (e.g., an icefield, lake with jutting rocks at irregular intervals, a reef, or a strong current which pulls ships into danger). When the possibility of such disaster occurs, the mariner must make his piloting roll, which is identical to the navigation roll. The roll is subject to the following modifiers:

Two or more pilots in consort: +15%\*

Lighthouse in area: +25%

Ship is unseaworthy: -10%

Strong breeze: -10%

Ship sailing against strong current: -15%

Light fog: -15%

Strong gale: -25%

Heavy fog (¼ mile visibility): -30%

Storm or greater force winds: -50%

\* — See note above on two navigators in consort, under #4.

The roll should be made for every 5 miles of hazard. If, for example, a ship is threatened by a passage 15 miles long that contains jagged boulders, the piloting roll must be made three times. The DM must determine the degree of hazard beforehand; if the ship misses the piloting roll, it takes damage according to the severity of the hazard and the amount by which the piloting roll was missed (refer to the table in the *DMG*, p. 54):

**6. Climb ropes/ladders:** The movement rate of normal ladder climbing is 4"; the normal movement for rope climbing is 2". With a successful climb ropes/ladders roll, a mariner can double his movement rate. If the roll is unsuccessful, the mariner falls. Slickness of the rope, etc., are important factors that modify the roll. Climbing a ship's rigging is the same as climbing a ladder, as far as mariners are concerned.

The *climb ropes/ladders* roll is also used if the mariner is climbing under extreme stress, such as in heavy seas and storms, in boarding actions in combat or when the ship is rammed, when a large wave or high winds strike the ship, and so forth. Mariners do not normally roll to climb either ropes or ladders aboardship, though non-mariners have a 20% chance of falling or stumbling until they get their "sea legs" (in 2-5 days).

#### Minor hazard

| Missed by | Damage            |
|-----------|-------------------|
| 01-20%    | Light             |
| 21-35%    | Light to moderate |
| 36-00%    | Moderate          |

#### Major hazard

| Missed by | Damage            |
|-----------|-------------------|
| 01-10%    | Light             |
| 11-20%    | Light to moderate |
| 21-35%    | Moderate          |
| 36-00%    | Moderate to heavy |

#### Critical hazard

| Missed by | Damage            |
|-----------|-------------------|
| 01-10%    | Light to moderate |
| 11-20%    | Moderate          |
| 21-35%    | Moderate to heavy |
| 36-00%    | Heavy             |

### MARINERS

#### EXPERIENCE TABLE

| Experience | points    | level | 8-sided dice |                   | Level title          |
|------------|-----------|-------|--------------|-------------------|----------------------|
|            |           |       | Exp. hit     | for accum. points |                      |
| 0 —        | 2,250     | 1     | 1            | 1                 | Sailor               |
| 2,251 —    | 4,500     | 2     | 2            | 2                 | Ship's mate          |
| 4,501 —    | 9,000     | 3     | 3            | 3                 | Sea dog              |
| 9,001 —    | 20,000    | 4     | 4            | 4                 | Seaman               |
| 20,001 —   | 40,000    | 5     | 5            | 5                 | Seafarer             |
| 40,001 —   | 75,000    | 6     | 6            | 6                 | Sea rover            |
| 75,001 —   | 150,000   | 7     | 7            | 7                 | Sea hawk             |
| 150,001 —  | 300,000   | 8     | 8            | 8                 | Ship master          |
| 300,001 —  | 575,000   | 9     | 9            | 9                 | Mariner              |
| 575,001 —  | 850,000   | 10    | 9+3          | 9+3               | Mariner (10th level) |
| 850,001 —  | 1,125,000 | 11    | 9+6          | 9+6               | Mariner (11th level) |

275,000 experience points are required to achieve each additional level above the 11th. Mariners gain 3 hp per level after the 9th level.

Alternate level titles may be substituted for mariners who are buccaneers or pirates, such as Corsair and Privateer. Certain titles such as first mate, navigator, lieutenant, and captain should be reserved for the positions typical of any ship.

### MARINER SKILLS TABLE

| Level of Mariner | Navigation/<br>Piloting | Predict<br>Weather/<br>Sea Lore | Climb Ropes/<br>Ladders |
|------------------|-------------------------|---------------------------------|-------------------------|
| 1                | 65%                     | 40%                             | 80%                     |
| 2                | 68%                     | 45%                             | 82%                     |
| 3                | 71%                     | 50%                             | 84%                     |
| 4                | 74%                     | 55%                             | 86%                     |
| 5                | 77%                     | 60%                             | 88%                     |
| 6                | 80%                     | 65%                             | 90%                     |
| 7                | 83%                     | 70%                             | 92%                     |
| 8                | 86%                     | 75%                             | 94%                     |
| 9                | 89%                     | 80%                             | 96%                     |
| 10               | 92%                     | 85%                             | 98%                     |
| 11               | 95%                     | 90%                             | 99%                     |
| 12               | 98%                     | 93%                             | 99.2%                   |
| 13               | 101%                    | 96%                             | 99.4%                   |
| 14               | 104%                    | 97%                             | 99.6%                   |
| 15               | 107%                    | 98%                             | 99.7%                   |
| 16+              | 110%                    | 99%                             | 99.8%                   |

Note: When using the tables in the *DMG*, ignore the references to fires. Otherwise, as far as hull damage and repair time are concerned, they are applicable.

**7. Predict weather:** Using this skill, a mariner has a percentage chance to predict the weather in the immediate area (within a 5-mile radius of his position) within the next eight hours. This skill is usable only on the sea or in shore-lying areas.

**8. Sea lore:** This skill is similar to a bard's legend lore, but deals with knowledge of nautical legends, such as recognizing the names of sunken ships and remembering their history, recognizing uncharted islands from rumors and reports of landmarks, identifying sea monsters and ghost ships, knowing how to tie 101 different knots, etc.

**9. Shipwright and ship evaluation:** A mariner knows the arts of ship construction and can determine its quality with minimal inspection. Ships have four quality classifications:

**Unseaworthy:** This is the most decrepit ship type. If you notice rats scurrying in droves down the ship's gangplank prior to departure, it's probably unseaworthy. In high winds, unseaworthy ships take hull damage in addition to the usual chances for a catastrophe: 1-2 points of hull damage in a strong gale, 1-3 points in a storm, and 1-6 points in a hurricane. Unseaworthy ships are capable of only 75% normal speed, and cost -10% to -30% of the normal ship price.

**Average:** The normal quality of seagoing ships. They also take damage in addition to the usual broken masts, etc., taking 1 hull point per hour in a storm, and 1-2 in a hurricane. They have approximately normal speed, costs, and capsizing chances.

**Good:** These ships are built with time and care. Good quality ships often serve as the flagship of a small nation's fleet or command vessels of a larger nation's fleet. They take 1 hull point damage per hour in a hurricane, and have -10% to their capsize and wind damage results percentages (see *DMG*, p. 54). These ships cost twice normal price and will only rarely be available for sale.

**Excellent:** The best ships are of excellent quality, designed by experts and built by masters. An excellent vessel serves as the flagship of a large seafaring nation's navy, and as such are never available for sale, although they make a great prize in a naval battle. They have only a 5% chance to capsize in a storm (a 15% chance in a hurricane) and take -30% to their wind damage percentage. They move through the water at +10% speed.

To calculate the hull points of major ship types in their assorted conditions, consult the following chart:

| Ship            | Unseaworthy | Average | Good   | Excellent |
|-----------------|-------------|---------|--------|-----------|
| Galley, small   | 1d4+2       | 1d6+4   | 2d4+4  | 1d6+6     |
| Galley, large   | 1d6+2       | 1d8+4   | 2d6+4  | 3d4+4     |
| Merchant, small | 2d6+6       | 2d8+8   | 3d8+12 | 4d6+12    |
| Merchant, large | 3d6+9       | 3d8+12  | 4d8+12 | 6d6+12    |
| Warship         | 3d6+4       | 3d8+6   | 4d8+6  | 5d6+12    |

A mariner is also trained in the art of ship construction and design. A 3rd-level mariner is able to design and oversee the construction of a seaworthy (i.e., average) vessel; a 10th-level mariner can construct (with an experienced building team) a good quality ship; and a 11th-level mariner (with master craftsmen) can produce a vessel of excellent quality. It is up to the DM to determine the construction time and costs in accordance to manpower available and the monetary system of the campaign.

**10. Languages:** A mariner automatically knows the common tongue, but instead of an alignment language (which may be learned later), a mariner knows a strange dialect called "the sea tongue," a language used in ceremonies by religions devoted to the worship of sea deities, and known to the leaders of sea peoples such as aquatic elves, triton, koalanth, mermen, etc. A mariner receives a great amount of language training and may pick up a new language (provided it is of a marine human or demi-human) at 3rd level and every

three levels afterward (6th, 9th, etc.) until he reaches his maximum language total.

A mariner can also learn as many signaling codes as he can learn languages. A mariner automatically knows a "common" flag code and a "common" conch-horn code, and may pick up new codes at 3rd level and at every three levels afterward, or at a rate of six months training, minus one month for every point of intelligence over 12 to a minimum of one month.

**11. Command skills:** A mariner knows how to handle a ship in a sea battle with great effectiveness. At 10th level, a mariner can also rouse his crew so they fight at +10% morale and +1 to all "to hit" rolls. Such a rouse requires three uninterrupted turns, and the entire crew must be gathered to listen. A mariner is also aware of the function of each man aboard ship and may substitute for any position if required.

**12. Undersea combat:** Although subject to the same weapon restrictions of any land-dweller when fighting underwater, a mariner is skilled beyond any other human in undersea combat. At 3rd level, a mariner has +2 to his initiative roll when battling a land-dweller underwater; at 7th level, a mariner actually has a chance to tie initiative against an undersea denizen if he exceeds its initiative roll by three (i.e., 4-1, 5-2, 5-1, 6-3, 6-2, 6-1), and he wins if he exceeds its roll by four or more (i.e., 5-1, 6-2, 6-1).

**13. Find secret/hidden doors on ship:** A mariner has the same percentage to find secret doors as a thief does. This does not translate to a knowledge of how to locate secret passages in buildings on land.

### Special options

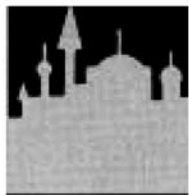
**Proficiency skills:** The mariner, before attaining first level, has the option of dropping one proficient weapon and concentrating on marine skills. If the mariner chooses the proficiency skills option, he will have one level greater ability in *sea lore*, *predict weather*, *shipwright*, and *language attainment*, and two levels greater ability in *swimming*, *diving*, *navigation*, *piloting*, and *climb ropes/ladders*.

**Mariner's armor:** This special leather armor is constructed by the most skilled tanners and armorers. It is not magical, but acts as if it were for swimming and diving purposes (equal to no armor). It is waterproof, as is normal leather. Cost varies according to region and economic conditions, but it is at least four times the cost of ordinary leather armor (usually 20 gp). It must be tailored to fit the individual and requires 30 days to prepare.

**Henchmen and hirelings:** Mariners may hire and class of character and take on any henchmen, as per fighters. They do not construct freeholds as do fighters, though any mariner of 5th level and above who owns a ship may serve as that ship's captain; he will attract a body of 2-20 0-level sailors and 1-4 mariners of levels 1-4. Other crewmen must be hired or found individually.

Mariners of 1st level may serve as mates (or sergeants), as per the *DMG*, pp. 33-34. Mariners of 2nd to 4th level may serve as lieutenants, and those of 5th level and up may be captains. Mariners who are ship captains may be hired to lead expeditions for trade, military, exploration, or private purposes. Adventures may encounter them frequently in coastal areas. Fleet commanders are almost always 9th level and above.

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# Taking Care of Business

## Merchants: An NPC class with cash

by Anthony D. Gleckler

Gideon, a fighter of some renown, has just polished off a troll and is now ready to collect his winnings. He searches through the creature's lair and finds three topazes worth 500 gp each, a fur worth 800 gp, and a piece of jewelry worth stop! Whoa! How does this fighter, who has difficulty counting when his gauntlets are on, know what a topaz is or what it's worth? The ability to identify and appraise valuable goods should be left to someone who is properly trained for this duty: that overlooked and underrated character, the merchant.

The merchant class is an integral part of any AD&D® game society. Merchants are certainly the most commonly encountered NPCs, ranging from clerks in small general stores to merchant princes heading caravans along new trade routes. Merchants are found in all sectors of any civilized area, serving as fences for the thieves' guild in the lower-class part of town, as gem dealers who attend the queen, and as wool merchants who supply the tailors in the business district. These individuals form one of the most powerful groups in any realm. They control the money, and when money talks, many ears listen.

Merchants cannot be multiclassed, although many merchants are ex-adventurers who have quit their previous professions after collecting sufficient funds to go into business for themselves. Adventurers who change from their profession to that of the merchant class cannot use any of their former abilities until their merchant level exceeds their previous class level, or they lose all experience recently gathered. As a general rule, the merchant should be used mostly as an NPC class, although DMs may use the class as a PC class as they see fit. Some alterations in these rules may be necessary in this latter instance; these alterations are left to the DM's discretion.

Table 1 shows what classes of NPC merchants are generally encountered. If a character class is indicated for an incompatible race (i.e., a half-elf illusionist), reroll the result. If the merchant in question is an ex-adventurer, and if the charac-

Table 1 shows what classes of NPC merchants are generally encountered. If a character class is indicated for an incompatible race (i.e., a half-elf illusionist), reroll the result. If the merchant in question is an ex-adventurer, and if the character was capable of being multiclassed in his adventuring days, roll again on this table to determine if he was multiclassed. For example, a half-elf rolls a 56, indicating he was a fighter. He rolls again and gets a 93, indicating he was a fighter/thief. If he had rolled again in the fighter class or as having no previous class, he would simply be a fighter. A third roll of 73 would make him a fighter/thief/magic-user. A maximum of three rolls is allowed, as this is the limit for multiclassed PCs.

Merchants are generally either half-elven or human, though DMs may wish to include merchant NPCs of other races as part of a demi-human community. Certain racial limitations and restrictions will apply; these may be gleaned from the *Players Handbook* or *Dungeon Masters Guide*.

Merchant characters use six-sided dice for hit dice, as per Table 2. With regard to human and half-elven merchants, the following minimum ability scores apply; DMs may alter these figures as they deem necessary for other demi-human races:

Strength: 6  
Intelligence: 10  
Wisdom: 10  
Dexterity: 6  
Constitution: 6  
Charisma: 10  
Comeliness: 10

Merchants are allowed to wear leather armor; they may not use a shield. Merchants are allowed the use of the following weapons: club, dagger, dart, scimitar, broad sword, long sword, short sword, and whip. Merchants may use oil, but only evil merchants may use poison.

With respect to weapon proficiencies, merchants receive two initial weapons and are assessed a -4 nonproficiency penalty. Merchant characters add one proficiency level for every four levels gained.

In addition to these abilities, merchants have the power to read languages and find/remove traps as a thief of the same level. Merchants fight and make saving throws on the thief tables, unless they are ex-adventurers, in which case they may use the most advantageous tables as allowed by the dual-class rules.

While merchants receive standard experience points for monsters and magic, they are awarded a 10% bonus on experience points gained from money. Merchants do not receive any experience points for money they acquired prior to becoming a merchant. Therefore, a fighter with 2,000 gp does not start his career as a merchant with 2,000 xp. There is, however, no restriction against using this money for investments with which he can earn both profits and experience points.

Merchants may be any of the lawful or neutral alignments. The frequency of these alignments are as follows: lawful good (15%), lawful neutral (35%), lawful evil (10%), neutral good (15%), neutral (20%), and neutral evil (5%). Chaos is simply not conducive to good business.

**Table 1**  
**Merchant Type Encountered**

| 1d100 | Merchant          |
|-------|-------------------|
| 01-50 | No previous class |
| 51-65 | Ex-fighter        |
| 66-70 | Ex-ranger         |
| 71-85 | Ex-magic-user     |
| 86-87 | Ex-illusionist    |
| 88-00 | Ex-thief          |

### Magical item and spell use

Merchants can use all magical items usable by thieves, plus any magical items allowed them in their previous class if they are ex-adventurers. Because they so often handle and evaluate magical items (and require added protective abilities that magic can grant), merchants can also purchase spells that they can cast (as described further on) from the merchants guild at 1,000 gp per spell level; cantrips cost 100 gp each. The guild is protective of these spells and will not sell them to anyone other than a guild member. Merchants can also receive spells from scrolls and cooperative magic-users, and keep their own spell books. Merchants acquire a *read magic* spell first, and almost always (90%) acquire a *detect magic* spell next (useful because they will not purchase any item with a magical aura unless they know what the item's properties are). Merchants cast spells at half their merchant level (rounded down) for effect.

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Tables 3 and 4 illustrate spell-use statistics for the merchant class. Table 3 indicates the number of spells usable by level. Table 4 shows which spells may actually be chosen by the merchant, as well as providing randomization tables for choosing which spells an NPC merchant receives. Note again that the spells *read magic* and *detect magic* should be chosen first before rolling for other spells. A 1d6 roll is used to select which cantrips (normal or reversed) the merchant acquires; a roll of 1-4 indicates a normal cantrip is received (for which a 1d12 roll is made to find the exact cantrip), and a roll of 5-6 indicates a reversed cantrip is acquired (requiring a 1d6 roll). The spells listed in Table 4 are exactly the same as the versions of these spells listed in the *Players Handbook* and *Unearthed Arcana*. All spell powers and restrictions listed in these two sources also apply to the merchant class.

Cantrips are used quite frequently for such tasks as keeping the merchant's wares polished, shined, or fresh. Less scrupulous members of this class may use some of the reversed cantrips to bring down the prices of items they want to purchase.

### Appraising

One of the most important aspects of the merchant class is the ability to determine the value of an object. A merchant will appraise any item for someone else, charging a fee of 1% of the value of the item per level of the merchant. Thus, a 6th-level merchant charges 6% to appraise an item; 10% is the maximum fee. This fee will not be charged if the merchant buys the item at the same time he appraises it.

Single-item merchants (e.g., rug merchants) appraise items in their fields of specialization as if they were four levels higher, but are penalized two levels when appraising an item not in their particular area of expertise. Optionally, thieves can appraise as merchants at one-fifth their thieving level, rounded down; consequently, a 1st- through 4th-level thief cannot appraise, a 5th- through 9th-level thief appraises as a 1st-level merchant, etc.

**Table 3**  
Spells Usable by Class and Level

| Merchant level | Spell level |   |   |
|----------------|-------------|---|---|
|                | C*          | 1 | 2 |
| 1              | —           | — | — |
| 2              | 1           | — | — |
| 3              | 2           | — | — |
| 4              | 3           | 1 | — |
| 5              | 3           | 2 | — |
| 6              | 4           | 3 | — |
| 7              | 4           | 3 | 1 |
| 8              | 4           | 4 | 2 |
| 9              | 4           | 4 | 3 |
| 10**           | 4           | 4 | 4 |

\* Magic-user cantrips.

\*\* Maximum spell ability.

**Table 2**  
Merchant Levels and Experience

| Experience points | Level | Six-sided dice for accumulated hit points |        | Level title       |
|-------------------|-------|-------------------------------------------|--------|-------------------|
|                   |       | hit                                       | points |                   |
| 0-1,500           | 1     | 1                                         |        | Haggler           |
| 1,501-3,000       | 2     | 2                                         |        | Bargainer         |
| 3,001-5,000       | 3     | 3                                         |        | Hawker            |
| 5,001-10,000      | 4     | 4                                         |        | Vendor            |
| 10,000-20,000     | 5     | 5                                         |        | Entrepreneur      |
| 20,001-40,000     | 6     | 6                                         |        | Trader            |
| 40,001-75,000     | 7     | 7                                         |        | Master Trader     |
| 75,001-135,000    | 8     | 8                                         |        | Merchant          |
| 135,001-220,000   | 9     | 9                                         |        | Merchant Prince   |
| 220,001-440,000   | 10    | 9+1                                       |        | M.P. (10th level) |
| 440,001-660,000   | 11    | 9+2                                       |        | M.P. (11th level) |
| 660,001-880,000   | 12    | 9+3                                       |        | M.P. (12th level) |

220,000 experience points per level for each additional level beyond



Illustration courtesy of Dover Publications, Inc.

Table 5 illustrates the merchant's ability to appraise goods. To use Table 5, roll 1d100 and compare the result with the merchant's level. The amount indicated is the appraised value of the item. For example, a 4th-level merchant appraising a gem worth 1,000 gp rolls a 92; therefore, he appraises the gem at 125% of its actual value, or at 1,250 gp. Evil (and some neutral) merchants may give a false appraisal if they think they will never see the PCs again, and always do so if they wish to purchase an item for themselves.

Merchants naturally pay less for goods and merchandise, especially when making their purchases from individuals such as PCs. However, their funds are not as endless as most PCs seem to think. Table 6 shows the funds usually available to NPC merchants, though the DM may rule that certain ones are richer or poorer than indicated (especially ex-adventurers). Any merchant who is going to spend a considerable portion of his funds for a purchase verifies his appraisal with a higher-level merchant to avoid making any costly mistakes. Merchants appraise wares for each other for free if they share other trade-offs in business.

A purchase percentage is the percent of the appraised value a merchant will pay for an item. Higher-level merchants pay a smaller percentage because of their increased skills in bargaining.

### Fast-talking

Merchants have the ability to fast-talk to make a deal; treat this as a *suggestion* spell. The victim is entitled to a saving throw on 1d20 against his intelligence, with saving-throw bonuses against will-force attacks for high (or low) wisdoms. This *suggestion* power can be used once per day per level of the merchant. If the victim fails his roll, he believes he got a good deal for a number of turns equal to 20 minus his wisdom score. Merchants of level 9 and above may, in addition, talk so persuasively that they can cast a mass *suggestion* once per day.

If the victim makes the saving throw, he most likely becomes irate and possibly violent. Therefore, an established businessman or trader working a regular route seldom uses this technique; doing so quickly gains the merchant a bad reputation. If for some reason the merchant is dealing with a monster, use the intelligence table in the *Monster Manual*, page 6, and the *Dungeon Masters Guide*, page 79, for wisdom notes. The merchant must be able to communicate with the victim to use the fast-talk ability.

**Table 4**  
**Merchant Spells**

| Number | Normal cantrips | Number | Normal cantrips | Number | Reversed cantrips |
|--------|-----------------|--------|-----------------|--------|-------------------|
| 1      | Clean           | 7      | Freshen         | 1      | Dirty             |
| 2      | Color           | 8      | Gather          | 2      | Dusty             |
| 3      | Dampen          | 9      | Polish          | 3      | Ravel             |
| 4      | Dry             | 10     | Shine           | 4      | Tangle            |
| 5      | Dust            | 11     | Stitch          | 5      | Tarnish           |
| 6      | Flavor          | 12     | Wrap            | 6      | Wilt              |

| Number | 1st level              | 2nd level        |
|--------|------------------------|------------------|
| 1      | Alarm                  | Audible glamor   |
| 2      | Comprehend languages   | Detect evil/good |
| 3      | Detect illusions       | Detect invisible |
| 4      | Detect magic           | ESP              |
| 5      | Friends                | Fools gold       |
| 6      | Hold portal            | Knock            |
| 7      | Identify               | Locate object    |
| 8      | Mending                | Magic mouth      |
| 9      | Message                | Preserve         |
| 10     | Nystul's magic aura    | Wizard lock      |
| 11     | Read magic             | —                |
| 12     | Tensor's floating disk | —                |

**Table 5**  
**Appraising Ability**

| Merchant level | 1d100 roll and appraisal percentage |       |       |       |       |       |       |       |            |  |
|----------------|-------------------------------------|-------|-------|-------|-------|-------|-------|-------|------------|--|
|                | 01-03                               | 04-08 | 09-16 | 16-30 | 31-70 | 71-86 | 86-92 | 93-97 | 98-00      |  |
| 1              | 1-20%                               | 50%   | 66%   | 75%   | 100%  | 125%  | 133%  | 150%  | 300-1,000% |  |
| 2              | 23-40%                              | 50%   | 66%   | 75%   | 100%  | 125%  | 133%  | 150%  | 200-500%   |  |
| 3              | 21-40%                              | 66%   | 75%   | 90%   | 100%  | 100%  | 125%  | 133%  | 200-400%   |  |
| 4              | 31-50%                              | 75%   | 90%   | 90%   | 100%  | 100%  | 125%  | 133%  | 200-400%   |  |
| 5              | 31-50%                              | 75%   | 90%   | 100%  | 100%  | 100%  | 125%  | 133%  | 200-300%   |  |
| 6              | 41-60%                              | 75%   | 90%   | 100%  | 100%  | 100%  | 100%  | 125%  | 150-250%   |  |
| 7              | 51-70%                              | 90%   | 100%  | 100%  | 100%  | 100%  | 100%  | 125%  | 150-250%   |  |
| 8              | 61-80%                              | 90%   | 100%  | 100%  | 100%  | 100%  | 100%  | 100%  | 100-200%   |  |
| 9              | 71-90%                              | 100%  | 100%  | 100%  | 100%  | 100%  | 100%  | 100%  | 100-200%   |  |
| 10*            | 81-100%                             | 100%  | 100%  | 100%  | 100%  | 100%  | 100%  | 100%  | 100-150%   |  |

\* Maximum appraising ability

**Table 6**  
**Merchant Purchasing Goods**

| Merchant level | Funds (gp) | Purchasing percent |
|----------------|------------|--------------------|
| 1              | 200        | 80                 |
| 2              | 500        | 80                 |
| 3              | 750        | 75                 |
| 4              | 1,250      | 75                 |
| 5              | 2,500      | 70                 |
| 6              | 4,000      | 70                 |
| 7              | 7,000      | 65                 |
| 8              | 15,000     | 65                 |
| 9              | 25,000*    | 60                 |

\* Plus 25,000 gp per level after 9th

\*\* Minimum purchasing percent

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## Merchant caravans

The merchant caravan described on page 69 of the *Monster Manual* is a perfect description of how merchants travel. The following additional characters accompany every caravan, replacing the tradesmen given in the *Monster Manual*:

- 1 head merchant of 8th-12th level;
- 1-3 overseer merchants of 5-7th level;
- 1-6 merchants of 2nd level; and,
- 3-18 merchants of 1st level.

The number of people in the caravan is dependent upon the amount of merchandise. There are 50 people for every 10,000 gp worth of goods, up to a maximum of 300 people and 60,000 gp.

If PCs encounter a caravan, the level of the merchant they deal with depends on how much merchandise the PCs plan to buy. If they are going to spend less than 500 gp, they will work with a 1st- or 2nd-level merchant. If they have between 500 and 3,000 gp, they will deal with one of the overseers; anything in excess of 3,000 gp will be handled by the head merchant himself.

## Merchants in town

Every town, no matter the size, has at least one merchant running a general store; large cities may have hundreds of them working in its shops, stands, and bazaars. Almost all merchants found working in shops are between 1st and 4th level. Except for magic shops and high-class establishments, merchants of 5th level and above are rarely encountered running a store, as they are usually behind the scenes managing several businesses.

## Conclusion

Let's go back to Gideon now. Instead of telling him exactly what he has found, a DM should advise him that he has found three large yellow gems, a nice fur, and a silver or platinum necklace containing either clear glass or diamonds. Gideon must now hope he gets an honest merchant and a good appraisal. [Another system for appraising treasure appeared in *DRAGON* issue #104, page 38: "Assessing, not guessing," by Lionel D. Smith.]

The merchant NPC class can add a whole new dimension to your AD&D game. High-level merchants may send PCs to investigate new trade routes, or to deal with those people or creatures that are interfering with more established routes. A merchant may have a map to treasure and could give it to trustworthy adventurers for half the profit. All in all, the merchant can add color and realism to AD&D game adventures, and the use of this class should make the guy behind the counter able to deal with PCs on more equivocal terms.

# The Ultimate NPC: Ninja — The DM's Hit Man

## Editor's Introduction

In recent weeks, we have received a number of requests for more detailed and developed information to include in campaigns. Here it is, the DM's "hit-man". Got a crew of too-powerful PC's? Let a couple of Ninja show up, and they'll be happily bumping off each other in no time. Have another NPC that has a score to settle with one or more PC's? Let him hire a Ninja, or two. If a PC defeats a Ninja, it could become a matter of clan honor. And so on, and so on, etc.

Have fun with this one. A word of caution — these are bad dudes. Don't go overboard. This was originally submitted as a PC; it was far too powerful for that.

## Author's Introduction

The *ninja* was a semi-mythical character in medieval Japan. He was feared not because he was terrifying, but rather because he was an unknown. He could do things which the people considered inhuman because of his special tools and training.

The *ninja* should not be an automatic character of terror in the game. While *ninja* did perform assassinations that was by no means all that they did. There is no reason why a *ninja* can not cooperate with lawful and good characters in the game. He does have much to offer.

These rules for *ninja* were based on the book *The Art of Invisibility: Ninjutsu* by Donn Draeger. The book was published in 1971 by Simpson — Doyle & Company; Shibuya P.O. Box 235; Shibuya-ku, Tokyo, Japan.

The *ninja* were grouped in families with a *Jonin* as family head. Some *Jonin* were heads of more than one family. *Ninja* had three ranks. *Jonin* were the family heads. *Genin* were the normal field operatives who performed missions. *Chunin* were the middlemen who handled *Jonin*-*Genin* contacts and assigned missions. The *genin* loved to operate in bad weather.



*Ninja* are a special oriental subclass of assassin. They are a combination of samurai, monk, thief, and assassin. They have trained since youth to master their art of *ninjutsu*. They are knowledgeable about poisons, are masters of disguise, have a virtually perfect sense of balance, have excellent night vision, and are very nimble.

*Ninja* are nonpsychic.

**Alignment:** The alignment of a *ninja* is strict neutrality. This means that rather than worrying about grand cosmic balances, a *ninja* is interested only in what is good for himself. This makes it virtually impossible for a *ninja* to change alignment. *Ninja* are incorruptible in matters of alignment.

In all encounters there is an automatic 20% chance that the being or thing encountered will consider the *ninja* to be of its own alignment. There is no penalty if this does not result, the *ninja* will be treated as if he were neutral for determining the character of the alignment. This applies for both beings or things such as swords. A *ninja* is able to simultaneously use, with no drawbacks if he makes the right rolls, swords of law, neutrality, and chaos. The probability is generated only once for each encounter. It is not generated each time something such as a sword is touched. The effects of this generation are permanent and are not altered by later events.

**Languages:** A *ninja* may know a number of languages equal to his intelligence — 6. They share a secret language. They may learn, if they wish, the languages of law, neutrality, and chaos.

Nonhuman and female *ninja* do exist though they are rare.

A *ninja* may not be multiprofessional. There is no limit by race as to how high a *ninja* may rise. No *ninja* may be higher than 16th level.

**Abilities:** A *ninja* has very good night vision. At first level a *ninja* gains the ability to see clearly up to 30 feet away. At sixth level a *ninja* gains the ability to see clearly up to 60 feet away.

A *ninja* is very hard to surprise because of his intensive training. A *ninja* is surprised as are monks.

*Ninja* are also very good at tracking down their victims. A *ninja*



tracks as a ranger does with a 20% penalty.

A *ninja* is able to simulate death — lowering body temperature, slowing heart beat, and stopping breathing — for a number of turns given by  $(1-6) \times (\text{level}) + 1$ .

A *ninja* of greater than second level can travel up to 50 miles a day. A *ninja* of greater than sixth level can travel up to 75 miles a day. A *ninja* of greater than tenth level may travel up to 100 miles a day. These distances may be traveled without unduly tiring the *ninja*. These speeds are also subject to some modifications depending on the nature of the terrain.

**Poisons:** *Ninja* are very knowledgeable about poisons. A *ninja* is able to chemically brew poisons or neutralize poison broths as an alchemist three levels lower than the *ninja*.

*Ninja* have also studied the natural poisons available from animals and plants. He may collect these to form *ninja* poisons or neutralize poison broths. The time required to do this is not more than one day and can be done anywhere rather inconspicuously. The rules for these poisons are listed below and are to be used in addition to the rules in "The Dragon". Neutralize poison broths are handled analogously to these poison rules.

There are two basic types of poison. There are poisons that kill and poisons that paralyze (drugs). These poisons also come in three different rates of effect: instant (1-2 melee rounds), slow (10-60 melee

rounds), and delayed (90-140 melee rounds). The numbers are the delay before the poison takes effect.

The paralyze poisons produce an inability to move. Kill poisons produce 0-5 in damage for each level of strength. The poison may kill either by accumulation of levels or by accumulation of damage. Neutralize poison removes both the poison and the damage it caused. If a character is hit by an accumulation of double his level in paralyze poisons he dies through suffocation. A kill poison produces only half damage if the saving throw is made.

As a ninja advances in experience his ability to collect natural poisons grows. At the level of *chigo* the ninja knows how to make a level one poison of one of the six types. Every time the ninja advances a level he gains the ability to make another level of poison. The poison strength that may be made may not be larger than the number of levels selected for that poison.

At level six the ninja must be able to make three different types of poison. At level 12 the ninja must be able to make all six types of poison of at least strength one. The three poison types used at level six must be of at least strength two.

Ninja poison may be made either fluid or viscous at the ninja's discretion. Viscous poison is used on weapons and is used as per blade venom for coverage. The poison evaporates rapidly being gone in about 12 hours after being applied. Fluid poison is used to poison food and drink. When the poison is used in either form there is a 20% chance that it will be noticed.

The ability to handle neutralize poison broths is handled in the same way as the ability to make poisons. No saving throw is needed against neutralization brews. A paralyzation cure neutralizes one level for every level of the brew. A kill neutralization cures 0-5 from poison damage and removes one kill level of accumulation. A cure brew is most effective against the poison it is designed for. It is of half effect against the other two rates of onset poisons and alchemist poisons. Paralyzation and kill cures do not affect each other. Kill if of no effect against paralyze and visa versa.

**Fighting:** Ninja do not like to wear armor. They will refuse to wear plate, but some *have* been known in emergencies to wear chain or leather. Note that a ninja will not like chain because it is noisy. The only special armor they really use is their special shield, the *neru-kuwa* ito.

A ninja advances in combat steps as a fighter. A ninja has the combat adds of a fighter. They may attack open-handed as a monk. They may use judo as a samurai.

The ninja's nimbleness allows him to evade fighting damage. In a fight give the ninja a saving throw against all missile, melee, and directed spell damage. They save as a magician of one level higher versus spells. Hobbits and dwarves do not add four levels.

A directed spell is a spell such as a thin lightning bolt. It is not an area spell such as sleep or fireball. The basic idea is whether the spell is directed at the ninja or the large area of ground the ninja is on. This same saving throw is granted against area spells if the ninja is on the fringe of the affected area. If the special save is not made proceed as for normal characters. If the save is made no damage results.

A ninja knows how to use all weapons. However they have a -3 on attack rolls applied against them at all levels. This penalty is removed in two special cases and is removed weapon by weapon. The penalty applies against ninja weapons that have not yet been mastered. The two special cases are a) the ninja has mastered the appropriate ninja weapon or b) the ninja has learned a disguise class that uses the weapon. Learning a disguise class gives mastery over all normal weapons the class uses.

| Disguise class | Weapons reserved to disguise                 |
|----------------|----------------------------------------------|
| Magician       | Dagger and stave                             |
| Cleric         | Mace, hammer, flail, slings, and the like.   |
| Druid          | Scimitar, sickle, dagger, spears, and sling. |
| Samurai        | Katana, wakazashi, and yumi bow              |
| Thief          | Short sword, dagger, and sap                 |
| Fighter        | Any weapon not listed above.                 |

The -3 penalty is removed only once per weapon even if it is used by several groups.

**Saving Throws:** A ninja saves as a fighter. A ninja takes damage from books as a fighter if damage is due.

A ninja is granted a special save against missiles, melee, and directed spells as detailed above.

**Disguises:** Ninja are masters of disguise. Ninja are able to live for years in a disguise with no one guessing the truth. A ninja is able to change disguises with inhuman speed.

A ninja has a 4% advantage over an assassin in whether the disguise is recognized. A ninja will wear armor as part of the disguise (though he will hate it and will try to get rid of the armor at first opportunity — GM's please note!).

A ninja gains the ability to form disguises as he advances in experience. The ninja will not only look like what the disguise is, but he will be able to perform the correct social mannerisms.

As the ninja gains disguise classes they are drawn from the following list:

#### Disguise List

1. Fighter: basic low level
2. Cleric: basic low level
3. Magician: basic low level
4. Thief: basic low level
5. Artisan
6. Theatrical artist
7. Merchant
8. Farmer
9. Special: must have chosen at least three from #'s 1-8, this is a disguise of the character's invention. This also includes subclasses.
10. Nobility: must have at least five choices from #'s 1-9, this disguise is higher level types.

**Magic:** A ninja may use anything that a fighter, samurai, or thief is allowed to use.

**Detection of Ninja:** as most of the ninjutsu consists of trained reflexes, it is possible for these reflexes to cause him to betray himself. This should be done at the discretion of the gamemaster.

If a gamemaster should decide that this has happened, he should *never* simply say "He is a ninja." Instead he should say something more like "He avoided that rock (or oxcart or whatever) very nimbly."

It should be done this way to avoid having players throw rocks at everyone they meet!

As the ninja advances he learns to use the tools of this trade. These are weapons(W), disguises(D), ninja tools(T), and ninja equipment(E). The numbers in the table represent the number of draws in each category gained on reaching a level.

| Level | Title  | Hit Dice   | Save vs Damage | W | D | T | E |
|-------|--------|------------|----------------|---|---|---|---|
| 0     | Chigo  | 1D4        | 15             |   |   |   |   |
| 1     | Bushi  | 1D6        | 15             |   |   |   |   |
| 2     | Genin  | 2D6        | 15             | 1 | 0 | 1 | 1 |
| 3     | Genin  | 3D6        | 15             | 0 | 0 | 0 | 1 |
| 4     | Genin  | 4D6        | 15             | 1 | 1 | 0 | 1 |
| 5     | Genin  | 5D6        | 12             | 0 | 1 | 1 | 1 |
| 6     | Chunin | 6D6        | 12             | 1 | 0 | 1 | 1 |
| 7     | Chunin | 7D6        | 12             | 1 | 1 | 0 | 1 |
| 8     | Chunin | 7D8        | 12             | 1 | 0 | 1 | 1 |
| 9     | Chunin | 10D6       | 12             | 1 | 1 | 0 | 1 |
| 10    | Jonin  | 9D8        | 8              | 1 | 1 | 1 | 1 |
| 11    | Jonin  | 6D12+ 1D8  | 8              | 1 | 1 | 0 | 0 |
| 12    | Jonin  | 6D12+ 2D8  | 8              | 1 | 1 | 0 | 0 |
| 13    | Jonin  | 7D12+ 1D8  | 8              | 1 | 1 | 0 | 0 |
| 14    | Jonin  | 8D12       | 8              | 1 | 1 | 0 | 0 |
| 15    | Jonin  | 8D12 + 1D4 | 3              | 1 | 1 | 0 | 0 |
| 16    | Jonin  | 8D12+2D4   | 3              | 0 | 1 | 0 | 0 |

There are no ninja levels higher than level 16. Any ninja may advance to that level.

Ninja families are each headed by one jonin. The same person may be jonin to more than one family.

The numbers under W, D, T, and E are the number of draws the ninja takes upon reaching that level. These skills are gained immediately upon advancing in level. A ninja may teach any ninja skill or knowledge to another ninja for a proper price. The time required per item taught should be at least one month.

## NPC CLASSES, NINJA

Ninja are close mouthed about ninja secrets. They have been conditioned so that they will usually die before revealing ninja secrets, even when charmed. The ninja may of course attempt to lie when questioned. Extraordinary means are required to gain such information even when the questioner is a close friend of the ninja. Ninja do not talk in their sleep.

Ninja are as a rule secretive. This means that they will not usually tell people that they are ninja. This means that ninja weapons, tools, and equipment are not as a rule available for purchase. When these items are they are considered to be curios, possibly valuable ones. Non-ninja will not be able to easily recognize them or use them properly in a fight (-3 on attack rolls, -2 on damage rolls). This penalty applies no matter how much time is spent in an attempt at mastery.

A ninja must therefore make his own gear or modify available items. A ninja has this skill to make *any* ninja item that he has mastered.

The basic kit of a ninja consists of the following items: the ninja-to (his sword), sageo (a belt used in wearing the saya, also used as a rope and garrote), saya (his scabbard), the tetsu-bishi (calthrops), the tool osaku (a lockpick), one choice of disguise, and one choice of equipment.

**Ninja skills at thievery:** A ninja acts as a thief three levels below him. This is tabulated below including some special bonuses.

| Character type | Pick lock | Remove trap | Pick-pocket | Move silent | Hide in shadows | Hear Noise |
|----------------|-----------|-------------|-------------|-------------|-----------------|------------|
| human          | 0         | 0           | 0           | 0           | 0               | 0          |
| elf            | 0         | 0           | 5           | 10          | 15              | 0          |
| dwarf          | 5         | 15          | 0           | 5           | 5               | 0          |
| hobbit         | 10        | 5           | 5           | 10          | 10              | 15         |
| female         | 5         | 5           | 5           | 5           | 5               | 5          |

These bonuses are all additive.

### Percent chance of success with skill

| Ninja Level | Pick lock | Remove-trap | Move pocket | Move silent | Hide in shadows | Hear Noise | Fall off walls |
|-------------|-----------|-------------|-------------|-------------|-----------------|------------|----------------|
| 0           | -5        | -10         | 0           | 20          | 30              | 20         | 15             |
| 1           | 0         | -5          | 5           | 40          | 40              | 50         | 14             |
| 2           | 5         | 0           | 10          | 45          | 45              | 58         | 13             |
| 3           | 10        | 5           | 15          | 50          | 50              | 67         | 12             |
| 4           | 15        | 10          | 20          | 55          | 55              | 70         | 11             |
| 5           | 20        | 15          | 25          | 60          | 60              | 73         | 10             |
| 6           | 25        | 20          | 30          | 65          | 65              | 77         | 9              |
| 7           | 30        | 25          | 35          | 70          | 70              | 80         | 8              |
| 8           | 35        | 30          | 40          | 75          | 75              | 83         | 7              |
| 9           | 40        | 35          | 45          | 80          | 80              | 88         | 6              |
| 10          | 45        | 40          | 50          | 85          | 85              | 94         | 5              |
| 11          | 50        | 45          | 55          | 90          | 90              | 99         | 4              |
| 12          | 55        | 50          | 60          | 95          | 95              | 100        | 3              |
| 13          | 60        | 55          | 65          | 100         | 100             | 104        | 2              |
| 14          | 65        | 60          | 70          | 105         | 105             | 108        | 1              |
| 15          | 70        | 65          | 75          | 110         | 110             | 112        | 0              |
| 16          | 75        | 70          | 80          | 115         | 115             | 117        | -1             |

The table is used as follows. Generate a number 1-100 and compare the number generated to the table entry below.

| Table entry | Number generated               | Result                                           |
|-------------|--------------------------------|--------------------------------------------------|
| 1-100       | Less than entry                | attempt is successful.                           |
| 1-100       | Greater than or equal to entry | attempt fails and may not be repeated            |
| 100+        | 1-99                           | attempt is successful                            |
| 100+        | 100 or greater                 | subtract 100 from the entry and repeat procedure |

A ninja falls from walls as a monk. He is able to climb the sheerest of walls with his tools.

A ninja scores the multiple damage of a thief one level higher than he is.

**Assassination:** A ninja operates as an assassin two levels higher than his own.

The probability of a ninja succeeding at an assassination is listed in the table below along with the cost of hiring a ninja. The units of price used is "K" which equals 1000 gold pieces.

A ninja pays 15% of his fee to the jonin of his family. As a chigo does not have a family he does not have to divide his fee. A ninja earns experience for an assassination as an assassin.

**Special Ninja Devices:** A ninja gains the ability to manufacture the tools of his trade when he masters their use. All ninja devices are as a general rule concealable. They will not in general be recognized as the professional tools they are to non-ninja. The prices listed in parentheses are suggested costs of manufacture for the ninja in their manufacture.

## Assassination Probability

### Percent chance of Success Level of Victim

| level | cost | 1 | 2   | 3   | 4   | 5   | 6   | 7   | 8   | 9-11 | 12-14 | 15+ |
|-------|------|---|-----|-----|-----|-----|-----|-----|-----|------|-------|-----|
| 0     | 1    | K | 50  | 45  | 40  | 30  | 20  | 5   | *   | 1    | 1     | *   |
| 1     | 1.5  | K | 85  | 80  | 75  | 65  | 55  | 40  | 25  | 10   | 1     | *   |
| 2     | 2    | K | 90  | 85  | 80  | 70  | 60  | 45  | 30  | 15   | 1     | *   |
| 3     | 2.5  | K | 95  | 90  | 85  | 75  | 65  | 50  | 35  | 20   | 5     | *   |
| 4     | 3    | K | 100 | 95  | 90  | 80  | 70  | 55  | 40  | 25   | 10    | 1   |
| 5     | 3.5  | K | 100 | 100 | 95  | 85  | 75  | 60  | 45  | 30   | 15    | 1   |
| 6     | 4    | K | 105 | 100 | 100 | 90  | 80  | 65  | 50  | 35   | 20    | 5   |
| 7     | 8    | K | 105 | 105 | 100 | 95  | 85  | 70  | 55  | 45   | 25    | 10  |
| 8     | 16   | K | 105 | 105 | 105 | 100 | 90  | 75  | 60  | 45   | 30    | 15  |
| 9     | 32   | K | 110 | 105 | 105 | 100 | 95  | 80  | 65  | 50   | 35    | 20  |
| 10    | 64   | K | 110 | 110 | 105 | 105 | 100 | 85  | 70  | 55   | 40    | 25  |
| 11    | 128  | K | 110 | 110 | 110 | 105 | 100 | 90  | 75  | 60   | 45    | 30  |
| 12    | 256  | K | 115 | 110 | 110 | 105 | 105 | 99  | 95  | 80   | 65    | 50  |
| 13    | 512  | K | 115 | 115 | 110 | 110 | 105 | 110 | 100 | 90   | 75    | 60  |
| 14    | 1006 | K | 115 | 115 | 115 | 110 | 105 | 100 | 100 | 95   | 85    | 80  |
| 15    | 1518 | K | 120 | 115 | 115 | 110 | 110 | 100 | 100 | 99   | 95    | 85  |
| 16    | 2012 | K | 120 | 120 | 115 | 115 | 110 | 105 | 105 | 100  | 100   | 90  |

### Ninja weapons (costs in gold)

#### 1) Bo staff (0)

This is the basic quarterstaff. The selection of this weapon gives mastery in a fight over all staves.

#### 2) Ninja-to (10: cost of basic short sword)

This is the ninja's short sword. It is not a particularly fine sword and should be treated as an ordinary sword.

#### 3) Sageo (.1)

This is the belt or cord used to wear the sword's scabbard. It was a long cord that is also used as a rope or garrote.

#### 4) Nage teppo (20 gold and one week to make 2-8)

These are small grenades made by filling empty eggshells. Treat these as an alchemist's flash pellets.

#### 5) Sode tsutsu (50 gold and one week)

This is a crude one shot shotgun. It fires a triangular shaped cone of projectiles up to 30 feet away and 10 feet across at the base. Treat it as an arquebus for hitting. It causes 3-24 in damage when it hits. Allow a saving throw versus death for half damage.

#### 6) Kakae ozutsu (50 gold and one week)

This is a crude large barreled one shot high trajectory mortar made from wood and paper. It has a minimum range of 30 feet and a maximum range of 90 feet. Treat it as a long bow for purposes of hitting. If it misses the gamesmaster should determine where the projectile went. The projectile will burst in a 10 foot blast radius. All within the blast radius take 1-20 in damage. Allow a saving throw versus death for half damage.

#### 7) Uzume-bi (20 gold and 3 days to make one)

This is a land mine that bursts when stepped upon. It has a 5 foot blast radius. The blast causes 1-10 in damage. Allow a saving throw as for the sode tsutsu and kakae ozutsu to see if half damage results.

#### 8) Hankyu (30 gold and one week)

This is a special bow that fires arrows, fire bombs, and/or other incendiaries. Treat it as a short bow for hitting. It has a maximum range of 150 feet.

#### 9) Metsubushi (5 gold and 2 weeks, 5 gold and one week to make 5 darts)

This is a blowpipe. It fires poison darts called fukiya silently at a rate of one every other melee round. The darts cause 1-2 in damage and deliver poison. The maximum range is 30 feet.

#### 10) Tetsu-bishi (15 gold and 4 days to make 2)

These are calthrops. They may be poisoned. They were commonly left on the ground in a pattern the ninja knew over his route of retreat. These may be sold in shops.

#### 11) Kusarigama (7 gold, 1 week)

This weapon looks like a scythe with a chain attached to the base of the weapon. The chain is used as a flail. The weapon may be used in four different attack modes.

scythe: This is used one handed using the scythe blade.

flail: This is used one handed as a flail.

combo: The weapon is held two handed and gives two attacks each melee round without penalty. One attack as a scythe and one attack as a flail.

special: The chain may be used to entangle the enemy's weapon. This attack has a penalty of -4 on the flail attack.

## 12) Kyoketsu shoge (4 gold, one week)

This is a one handed weapon that looks like the kusarigama with the chain replaced by a piece of rope. It may be used as a scythe. It may be thrown as a hand axe. The rope may be used to entangle the enemy's hands (it uses speed and the enemy's reflexes against him). When he was entangled he could be pulled helplessly to short range and finished off.

## 13) Shinobi zue (6 gold and 4 days)

This is a staff with a concealed flail. It is used with two attack modes. One attack as a staff and one attack as a flail. The flail attack does not have to be used if the ninja wishes to keep the flail secret. Both attacks may be used in one melee round with no penalties.

## 14) Fukumi-bari (1 silver, no time)

Some ninja were able to spit poisoned needles called fukumi-bari out of their mouths at their enemies. They could even do this without injuring themselves. A ninja may spit two needles a melee round up to 15 feet. A maximum of five needles may be held in the mouth at one time. If a needle hits there is a 50% chance that it poisoned the target, else no effect.

## 15) Shuriken (3 gold, 3 days for one)

The shuriken is the ninja's main throwing weapon. Normally nine of these are carried for nine is considered to be a lucky number. Shuriken are often stuck into the ground with the blades up to deter pursuit. Placed in the ground this way they are very hard to see.

There are three basic kinds of shuriken. Each kind counts as a separate choice of ninja weapon. These three kinds are denoted as dart, star and whistler shuriken.

One shuriken may be thrown each melee round for every two levels the ninja has attained. This multiple throw may be made without penalty. Shuriken are easily concealed under robes and by clothing. Concealed shuriken may, however, be reached as easily as unconcealed shuriken and used without penalty.

Shuriken have an extra penalty of -1 on attack when they face shields.

Shuriken have a maximum range of 30 feet.

## a. Dart Shuriken

These shuriken resemble long nails. They attack as a +2 dagger. When they are used against chain the chain is considered to give protection equal to leather. The shuriken slips between the links of the chain and is slowed only by the padding underneath which is set equal to leather. The shuriken does a basic 1-6 against a man-sized target.

## EFFECTS OF NINJA WEAPONS

| Weapon            | Man-sized | Expert    | Larger than man-sized       | Expert              |
|-------------------|-----------|-----------|-----------------------------|---------------------|
| Bo staff          | 1-8       | 1-10      | 1-6                         | 1-8                 |
| Ninja-to          | 1-8       | 1-10      | 1-12                        | (1-8)+(1-6)         |
| Sageo             | 1-6/round | 1-8/round | 1-6/round                   | 1-8/round           |
| Kusarigama        |           |           |                             |                     |
| scythe            | 1-6       | 1-8       | 1-10                        | 1-12                |
| chain             | 1-8       | 1-10      | 1-8                         | 1-10                |
| special           |           |           | entangle the enemy's weapon |                     |
| Kyoketsu shoge    |           |           |                             |                     |
| scythe            | 1-6       | 1-8       | 1-10                        | 1-12                |
| rope              |           |           | entangle the enemies hands  |                     |
| Shinobe zue       |           |           |                             |                     |
| staff             | 1-6       | 1-8       | 1-6                         | 1-8                 |
| flail             | 1-8       | 1-10      | 1-8                         | 1-10                |
| Nekade            | 2-5       | 1-6       | 0-3                         | 1-4                 |
| Sode tsutsu       | 3-24      | 3-24      | 3-24                        | 3-24 save vs damage |
| Kakae ozitsu      | 1-20      | 1-20      | 1-20                        | 1-20 save vs damage |
| Uzume-bi          | 1-10      | 1-10      | 1-10                        | 1-10 save vs damage |
| Tetsu-bishi       | 1-4       | 1-4       | 1-6                         | 1-6                 |
| Hankyu            | 1-6       | 1-6       | 1-6                         | 1-6                 |
| Metsubushi        | 1-2       | 1-2       | 1-2                         | 1-2 plus poison     |
| Kyoketsu shoge    | 1-6       | 1-8       | 1-4                         | 1-6                 |
| Fukumi-bari       |           |           | 50% to poison               |                     |
| Dart-shuriken     | 1-6       | 2-7       | 1-4                         | 2-5                 |
| Star shuriken     | 1-4       | 2-5       | 1-3                         | 2-4                 |
| Whistler shuriken |           |           |                             |                     |

The entries of save vs damage mean to make a saving throw versus death or poison. If the saving throw is successful half damage results.

## b. Star Shuriken

These are the standard star shaped shuriken of legend. The many blades on the shuriken gives a much greater chance to hit than a dagger. The attack modifiers are listed below. The shuriken does a basic 1-4 against man-sized targets, the same as a dagger.

## c. Whistler Shuriken

These shuriken are a further modification of the star shuriken. They are shaped as a star shuriken with a hole in the center. The hole in the center causes a terrifying sound when it is hauled. For this all in the target area save versus fear with +2 on their die roll. Do not give the +2 if they are surprised or did not expect the noise. For combat purposes for damage and attack odds treat these the same as star shuriken. The hole changes the weight of the shuriken enough to make mastery count as a separate weapon. The hole was also useful as a nail puller.

## NINJA HAND WEAPONS

|                | Armor Class |    |    |    |    |    |    |    |
|----------------|-------------|----|----|----|----|----|----|----|
| Weapon         | 2           | 3  | 4  | 5  | 6  | 7  | 8  | 9  |
| Bo staff       | -3          | -3 | -2 | 0  | 0  | 3  | 1  | 2  |
| Ninja-to       | -2          | -1 | 0  | 0  | 0  | 0  | 0  | 1  |
| Sageo          | -3          | -3 | -2 | -2 | -1 | -1 | 0  | 0  |
| Kusarigama     |             |    |    |    |    |    |    |    |
| scythe         | -1          | 0  | 1  | 1  | 1  | 1  | 1  | 2  |
| chain          | 2           | 2  | 1  | 2  | 1  | 1  | 1  | 1  |
| special        | -2          | -2 | -3 | -2 | -3 | -3 | -3 | -3 |
| Kyoketsu shoge |             |    |    |    |    |    |    |    |
| scythe         | -1          | 0  | 1  | 1  | 1  | 1  | 1  | 2  |
| rope           | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| Shinobe zue    |             |    |    |    |    |    |    |    |
| staff          | -3          | -3 | -1 | 0  | 0  | 2  | 1  |    |
| flail          | 2           | 2  | 1  | 2  | 1  | 1  | 1  |    |
| Nekade         | -3          | -2 | -2 | -1 | 0  | 1  | 0  |    |

## NINJA MISSLE WEAPONS

|                | Armor Class |    |    |    |    |    |    |    |  |
|----------------|-------------|----|----|----|----|----|----|----|--|
| Weapon         | 2           | 3  | 4  | 5  | 6  | 7  | 8  | 9  |  |
| Sode           | 0           | 1  | 2  | 2  | 3  | 3  | 3  | 3  |  |
| tsutsa         | -1          | 0  | 0  | 1  | 2  | 2  | 2  | 2  |  |
| (30 ft)        | -3          | -1 | 0  | 0  | 0  | 0  | 0  | 0  |  |
| Kakae          | *           | *  | *  | *  | *  | *  | *  | *  |  |
| ozitsu         | -3          | -2 | 0  | 1  | 2  | 2  | 2  | 2  |  |
| (90 ft)        | -5          | -4 | -1 | 0  | 1  | 1  | 1  | 1  |  |
| Hankyu         | -3          | -2 | 0  | 0  | 1  | 2  | 2  | 2  |  |
| (150 ft)       | -5          | -3 | -1 | 0  | 0  | 1  | 1  | 1  |  |
|                | -7          | -5 | -2 | -1 | 0  | 0  | 0  | 0  |  |
| Metsubushi     | -3          | -2 | 0  | 0  | 1  | 2  | 1  | 3  |  |
| (30 ft)        | -5          | -3 | -1 | -1 | 0  | 1  | 1  | 2  |  |
|                | -7          | -5 | -4 | -3 | 0  | 0  | 0  | 0  |  |
| Kyoketsu       | -4          | -3 | -2 | -2 | -1 | -1 | 0  | 0  |  |
| shoge          | -5          | -4 | -3 | -3 | -2 | -2 | -1 | -1 |  |
| (45 ft)        | -6          | -5 | -4 | -4 | -3 | -3 | -2 | -2 |  |
| Fukumi-bari    | -1          | 0  | 2  | 3  | 2  | 3  | 3  | 5  |  |
| (15 ft)        | -2          | -1 | 1  | 2  | 1  | 2  | 2  | 4  |  |
|                | -3          | -2 | 0  | 1  | 0  | 1  | 1  | 3  |  |
| Dart           | -1          | -1 | 1  | 1  | 2  | 2  | 3  | 4  |  |
| shuriken       | -2          | -2 | 0  | 0  | 1  | 1  | 2  | 3  |  |
| (30 ft)        | -3          | -3 | -1 | -1 | 0  | 0  | 1  | 2  |  |
| Star, Whistler | -2          | -1 | 3  | 3  | 5  | 5  | 6  | 6  |  |
| shuriken       | -3          | -2 | 2  | 2  | 4  | 4  | 5  | 5  |  |
| (30 ft)        | -4          | -3 | 1  | 1  | 3  | 3  | 4  | 4  |  |

The shuriken have special modifications against certain types of armor.

| Armor type         | Dart shuriken | Star and Whistler shuriken |
|--------------------|---------------|----------------------------|
| Shield only        | 2/1/0         | 5/4/3                      |
| Leather and shield | 1/0/-1        | 4/3/2                      |
| Chain              | 4/3/2         | 3/2/1                      |
| Chain and shield   | 3/2/1         | 2/1/0                      |
| Plate and shield   | -2/-3/-4      | -3/-4/-5                   |

Ninja Tools

- 1) Tsuba (2 gold and one day)  
This is the hilt guard of the ninja-to. The price and time listed is the modification cost and time required to modify the hilt-guard on a standard short sword of 10 gold piece cost. The tsuba was over sized so that when the ninja-to was sheathed it could be used as a first step up something. The long saseo was then used to recover the sword.
  - 2) Osaku (1 copper, nil time)  
This is a lockpick.
  - 3) Tsuba-giri (1 silver, 4 hours)  
This is a lever used to spring doors and cut locks.
  - 4) Shikoro (5 silver, 1 week)  
This is a pointed saw that cuts through wood and metal.
  - 5) Kunai (5 silver, nil time)  
This is a thin spatulate-shaped knife which is used to dig holes or bore. Ninja were able to dig holes very quickly. Some were reported able to dig faster than a mole.
  - 6) Tatami nomi (5 silver, 1 day)  
This is used to chisel out locks.
  - 7) Escape skill  
This gives a ninja the ability to dislocate his joints voluntarily. This makes it very difficult to keep him bound. Allow a 20% chance each turn the ninja is not under continuous close watch that the ninja has slipped free of any bonds. This is not cumulative and is granted each turn of effort to escape.
- Ninja equipment
- 1) Saya (nil cost and time)  
This is the scabbard of the ninja-to. It is longer than the sword so it is often used to hide powders which might then be blown at the enemy. It is also usable as a snorkel.
  - 2) Shinobi kai (1 silver, 1½ weeks)  
This is a bamboo tube that can be used to conceal a flail.
  - 3) Shinobi kumade (2 gold, 1 day)  
This is a concealable and collapsible 10 foot long climbing pole.
  - 4) Nekade (3 gold and 4 days)  
These are also called cat's claws. They are constructed similar to brass knuckles. The knuckles look like tiny claws and are worn on the inside of the hand. They are of some small benefit in hand to hand fighting.

- While they are worn the ninja may neither use judo nor attack open handed as a monk. They subtract 5% from the chance of falling while climbing.
- 5) Mizuzutsu (2 silver, ½ day)  
This is a snorkel.
  - 6) Musubinawa (1 gold, 1 week)  
This is a light 20 foot long concealable rope that can hold up to thrice body weight.
  - 7) Neru-kawa ito (10 gold, 10 days)  
This is a thick laminated leather protective nonmagical shield of special value to a ninja. It is a modification of the regular wooden shield. Its value is listed below:
- | Shield action              | user action                   | user type                  |
|----------------------------|-------------------------------|----------------------------|
| Perfect missile protection | does not move or melee        | ninja master of shield     |
| + 3 shield, add to saves   | user moves                    | ninja master of shield     |
| + 2 shield as above        | user fights                   | ninja master of shield     |
| + 3 shield                 | does not move or fight        | ninja non-master of shield |
| + 2 shield                 | user moves                    | ninja non-master of shield |
| + 1 shield                 | user fights                   | ninja non-master of shield |
| + 1 shield                 | all cases not described above |                            |
- 8) Kama ikada (5 silver, 1 week)  
This is a small, straw, foldable, and portable one-man raft that can be carried concealed under one's costume!
  - 9) Mizugumo (2 silver, 2 days for two)  
These are also called water-feet. They are used in pairs. They are basically rafts designed to go on each foot. They give the illusion of walking on water.
  - 10) Ukigusa (2 silver, 3 days)  
This is a flotation device.
  - 11) Tablets (10 gold and one week for 1-6)  
A ninja is able to prepare condensed pellets of food and/or poison. The food and/or poison is obtained as normal and is then modified.



# THE NEW, IMPROVED

# NINJA!

Sheldon Price

These rule extensions for the ninja are based on the book, *NINJA: The Invisible Assassins*, by Andrew Adams, published in 1970 by O'Hara Publications, Inc., Los Angeles, Calif. The rule extensions involve four areas in the ninja skills: weaponry, tools, equipment, and poisons.

**Weaponry:** The ninja's bow is called the hankyu. The bow is very light with a rapid rate of fire. The encumbrance weight of the hankyu, including up to 40 arrows, should be taken as 20. In the hands of a ninja skilled in its use (a ninja who has chosen this weapon), it fires at twice the rate of a short bow.

The ninja use calthrops which are called tetsu-bishi. The tetsu-bishi came in several types: all formed metal, bent nails, plants, and a mix of other forms. Long nails may be inserted into plant matter to form what looks like a potato with nails in it. About a dozen nails are used in each one. This form takes nil time to make and costs about a silver piece for the nails to use in one. Plants can be found that look like natural calthrops. These have nil cost. There is a 5% chance for each day spent searching that 1-6 of these may be found. The probability is not cumulative. These cause damage the same as regular formed all-metal tetsu-bishi.

Metal claws may be attached to fingers and toes. These sharp claws may cause serious injury on penetrating the skin. They may be poisoned. They cost 2 silver pieces and it takes one week to make a complete set for hands and toes.

Female ninja, called kunoichi, often use a long metal hairpin which they conceal in their elaborate hairdos. These pins are usually used by stealth when the kunoichi is very close to her target. They are often used while the kunoichi is in bed next to her target while her target sleeps. They have a nil cost.

A special type of spear called the bisento is often used. The bisento is not a pure ninja invention; other warriors do use it. It is most like a spear with a scimitar attached to the tip. Unlike a normal spear, it may both thrust and cut. The cost of the bisento is 12 gold pieces.

The ninja also used variations of staff weapons.

The shikomi-zue is basically a sword staff. It is a staff with a concealed sword blade that may be quickly extended. The cost of the shikomi-zue is 5 pieces of silver plus 1 week to assemble it after the staff and a short sword are acquired.

Staves also had small missiles attached to one end. These missiles may be pellets or darts. They could be sent at an enemy by flicking the staff.

Ninja also use a device called a poison water gun. The main use of this weapon is to blind enemies. It consists of a hollow wooden bamboo tube about 1½ feet long. The tube is open at one end and has a tiny hole at the other end. A small piece of cloth may be used to close it. A wooden plunger small enough to fit into the open end is used. A cloth is wrapped around it to make a tight fit. When the weapon is used the plunger is forced into the tube, causing a spray of water to shoot out of the hole. The weapon has a maximum effective range of 60 feet. The spray is in the shape of a triangle 60 feet high and 10 feet across at the base. The ammunition used is powdered iron and dye suspended in water. A skin-contact poison may be used, but then the weapon user is in extreme danger. The main effect is to blind eyes. Allow a saving throw versus poison to see if this happens. It takes 1-12 melee rounds to clear the eyes. The cost of this weapon is 5 silver pieces and 4 days.

A cannon may also be used. The cannon is a hollow wooden tube of about 8 inches outside diameter and 6 inches inside diameter. The tube is about 30 inches long. It fires a spherical metal projectile about 60 feet in a low, flat trajectory. It may hit more than one target when fired. The ninja could fire it while holding it in his hands standing up. The tube may



be used no more than three times. It takes 2 gold pieces and one week to make the tube. It takes 10 gold pieces and one week to make each projectile. It takes 20 gold pieces and one week to make the explosive to fire the cannon once.

The art of kuji-kiri is a strange skill. It consists of making strange, almost magical, passes and signs with the fingers. These signs are not magical. They act to restore the ninja's morale and self-confidence, make better decisions, and to entrance one's enemies. The entrancing affects non-ninja only. A non-ninja who looks at these signs being made becomes semi-entranced for a short period of time with no lingering memory of having been semi-entranced. In simple terms, the non-ninja becomes insensitive to the ninja's presence. A saving throw versus the sign is allowed to a non-ninja. If the save is made, there is no effect. A ninja must concentrate while making the sign.

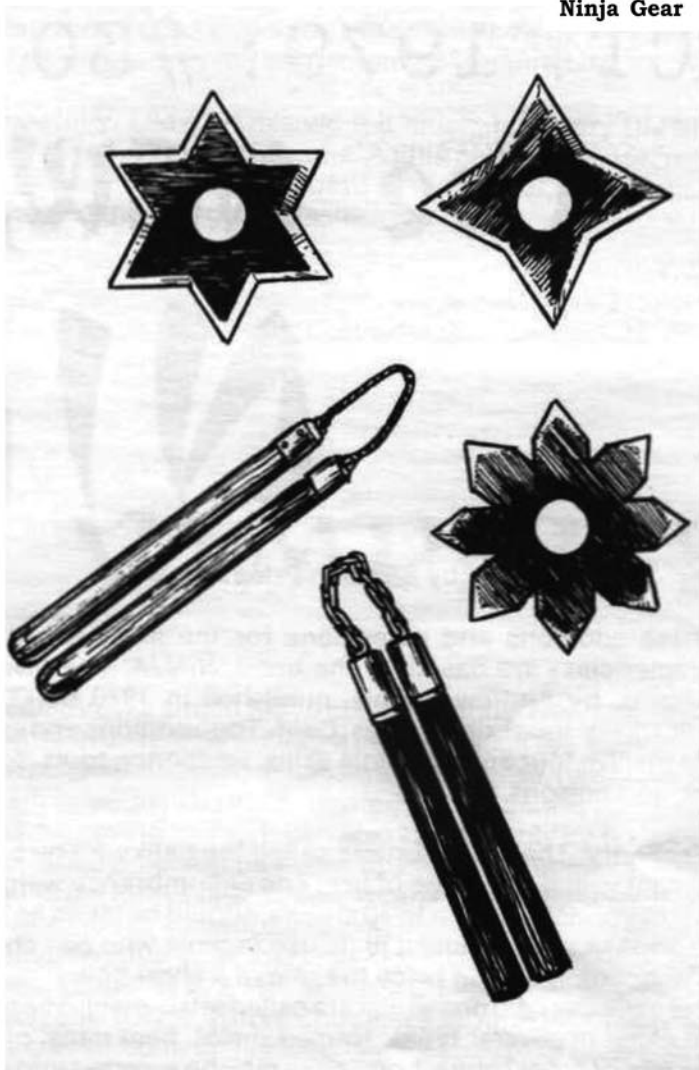
To be allowed a save, the victim must be aware that a sign is being made and he must attempt to look away. No save is allowed on the first exposure to these signs.

When an attempt to break the gaze is made, a number from 3-18 is generated (3d6). As a high ego or strength of mind is needed to look away, the save is made if less than either the intelligence or wisdom is generated. Each time the character has been exposed to these signs in the past subtract 2 from the number generated. Note that the ninja is not gazing at his victim.

## Ninja Weapons

| Weapon       | 2  | 3  | 4  | 5  | 6                    | 7  | 8  | 9D | E       | LD   | LDE  |
|--------------|----|----|----|----|----------------------|----|----|----|---------|------|------|
| Metal Claws  | -6 | -4 | -5 | -3 | -2                   | 0  | -2 | 0  | 1-4     | 1-4  | 1-4  |
|              |    |    |    |    |                      |    |    |    | +1      | +1   | +1   |
| Hairpins     | 7  | 6  | 5  | 4  | 3                    | 2  | 1  | 0  | 1-6     | 1-8  | 1-6  |
| Bisento      | -1 | 0  | 0  | 0  | 1                    | 1  | 1  | 2  |         |      |      |
|              |    |    |    |    | throw, thrust        |    |    |    | 1-8     | 2-12 | 1-10 |
|              |    |    |    |    | thrust versus charge |    |    |    | 1-10    | 2-16 | 1-12 |
|              |    |    |    |    | set versus charge    |    |    |    | 1-12    | 2-12 | 2-16 |
| Shikomi-zue  |    |    |    |    |                      |    |    |    |         |      |      |
| stave        | -3 | -3 | -1 | 0  | 0                    | 2  | 1  | 1  | 1-6     | 1-8  | 1-6  |
| sword        | -1 | 0  | 0  | 0  | 1                    | 1  | 1  | 2  | 1-8     | 1-10 | 1-12 |
| Stave dart   | -3 | -2 | 0  | 0  | 1                    | 2  | 1  | 3  |         |      |      |
| (1.5)        | -5 | -3 | -1 | -1 | 0                    | 1  | 1  | 2  | 1-4     | 2-5  | 0-2  |
|              | -7 | -5 | -4 | -3 | 0                    | 0  | 0  | 0  |         |      |      |
| Cannon (6)   | 1  | 1  | 0  | 0  | -1                   | -1 | -2 | -2 |         |      |      |
|              | 0  | 0  | -1 | -1 | -2                   | -2 | -3 | -3 | 1-10    | 1-12 | 1-10 |
|              | -1 | -1 | -2 | -2 | -3                   | -3 | -4 | 4  |         |      |      |
| Poison water | 10 | 9  | 8  | 7  | 6                    | 5  | 4  | 3  |         |      |      |
| gun (6)      | 9  | 8  | 7  | 6  | 5                    | 4  | 3  | 2  | special |      |      |
|              | 8  | 7  | 6  | 5  | 4                    | 3  | 2  | 1  |         |      |      |

## Ninja Gear



## Weapons

1. Bo staff
2. Ninja-to
3. Sageo
4. Nage teppo
5. Sode tsutsu
6. Kakae ozutsu
7. Uzume-bi
8. Hankyu
9. Metsubishi
10. Tetsubishi
11. Kusarigama
12. Kyoketsu shoge
13. Shinobi zue
14. Fukumi-bari
15. Dart shuriken
16. Star shuriken
17. Whistler shuriken
18. Claws
19. Hairpins
20. Bisento
21. Shikomi-zue
22. Dart staff
23. Poison water gun
24. Cannon
25. Kuji-kiri

## Tools

1. Tsuba
2. Osaku
3. Tsuba-giri
4. Shikoro
5. Kunai
6. Tatami nomi
7. Escape
8. Tekagi
9. Silent sandal
10. Traction sandal
11. Armor
12. Satten-jitsu
13. Sacchi-jitsu
14. Satsun-jitsu

## Equipment

1. Saya
2. Shinobi koi
3. Shinobi kumade
4. Nekade
5. Mizutsutsu
6. Musubinawa
7. Neru-kawa ito
8. Kama ikada
9. Mizugumo
10. Ukigusa
11. Tablets
12. Mizu-taimatsu
13. Tanagokoro
14. Ninsokudai
15. Ukidaru
16. Kyobako-fune
17. Mizukaki
18. Ice sandals
19. Jumping
20. Forgery

## Poisons

1. Instant kill
2. Slow kill
3. Delayed kill
4. Instant paralyze
5. Slow paralyze
6. Delayed paralyze
7. Gyokuro
8. Dung & blood
9. Itching powder
10. Laugh inducing
11. Sleep: standard
12. Sleep: burning
13. Temporary insanity
14. Healing

Note: Items in *italic* type are unchanged from their descriptions as listed in TD16. Items in regular type are altered from the form in which they appeared in TD16, or are new items fully described in the accompanying story.

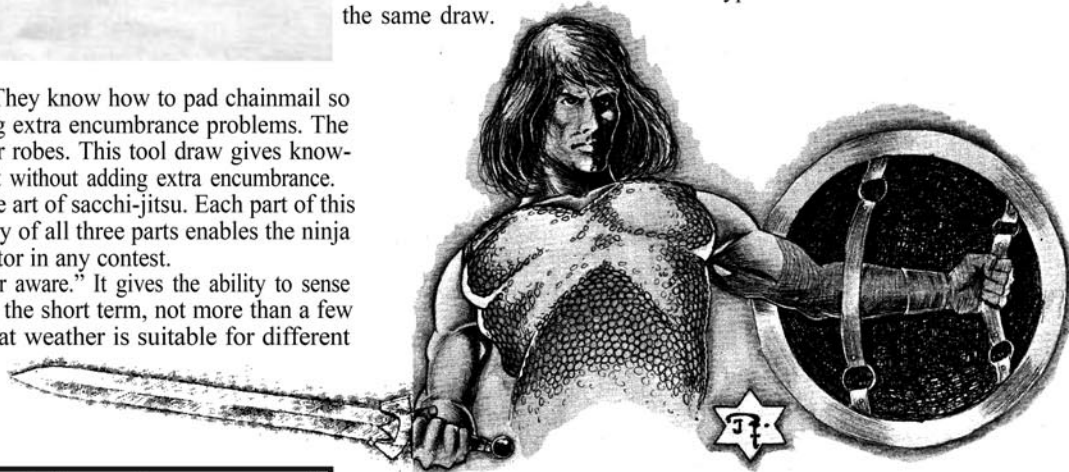
**Tools:** There is an improved version of the nekade, often called cat's claws. This version is made of metal. It causes +1 on damage in a fight. It also requires +1 on being hit if a shield is not being used. This is because this metal version, the tekagi, can stop a sword blow without taking injury. The tekagi costs triple the cost of the nekade. It may not be drawn until after the nekade is drawn. It has the same benefit in climbing as the nekade.

The sandals of the ninja were very special. The sole of the sandal could be removed and changed. There were two types of soles used. One gave good traction, and the other allowed a more silent step. Each type of sole costs one piece of gold and one week to make a pair. The sandal basis has the same cost. Both types of sandal soles come under the same draw.

The ninja wear armor at times. They know how to pad chainmail so that the mail is silent without adding extra encumbrance problems. The mail was normally worn under outer robes. This tool draw gives knowledge on how to pad mail to be silent without adding extra encumbrance.

The ninja also studies the tripartite art of sacchi-jitsu. Each part of this art constitutes one draw. The mastery of all three parts enables the ninja to sense who or what will be the victor in any contest.

Satten-jitsu is the art of being "air aware." It gives the ability to sense what the weather forecast will be in the short term, not more than a few days. It also gives a feeling of what weather is suitable for different activities.



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Sacchi-jitsu is also used to refer to the art of being "earth aware." This skill gives the ninja sensitivity to the terrain he is in. He is aware of which places are good for ambushes. He is aware of how to use the terrain to good advantage.

Santsun-jitsu is the art of being "man aware." This skill gives awareness of human weak points. It tells how to judge character and intentions. It will work on any creature with a humanoid upper body. It tells how to best manipulate and appeal to people.

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**Equipment:** The ninja has a wide variety of illumination equipment that he may make.

The mizu-taimatsu is a torch that will burn in the rain.

The tanagokoro is a small torch that can be held in the palm. It is so small that the flame/light may be concealed by one hand. It is used for unobtrusive, short-range work.

The ninsokudai is an "L"-shaped candle which may be hooked to walls and trees.

The costs of these items are the same as for ordinary torches and candles.

The ukidaru is a device used to walk across water. It consists of two large pots which are placed over the feet as small boats. It costs 1 gold piece and three days to make one.

As the kama ikada may be bulky to use, the kyobako-fune is often used. It resembles a fur-covered wooden chest which is light and easy to transport. It costs the same as an ordinary chest. The fur acts as waterproofing.

The mizukaki are flippers worn while swimming. It costs 2 days and one gold piece to make a pair.

The ninja could also modify his sandals so that he could walk on ice. The change consists of putting blades under the sandals. It costs one piece of gold and one week to make a pair.

The ninja are expert high jumpers. They are often able to jump at least their body height. This is in addition to the ninja basic kit.

The ninja are expert in forging all kinds of documents.

The doka is a small heating device which ninja use. It is a metal shell containing burning coals. It can be used to set off explosives. It costs 1 gold piece and 2 weeks to make one.

Smoke bombs are often used. They are not weapons. The bomb gives off smoke for 1-6 turns. The smoke tends to form a sphere with a radius expanding by 5 feet every turn. It will then dissipate normally when the bomb burns out. Each bomb requires 4 days and 5 gold pieces to make.

Rocket arrows are sometimes used. They are very inaccurate. They are minus 6 to hit with respect to the short bow. If the arrow misses, it will land 4-48 feet away from where it was aimed. The arrow may be explosive. It is usually a signaling device. It is a rocket-powered arrow. Fired from a bow, it has a range of 150 feet. It costs 2 weeks and 10 gold pieces to make one.

We get many fan letters here and wanted to share this one from little Gary Gygax of Wisconsin, USA. Gary writes "Dear PhatnForce (sic). When I grow up, I'm gonna make the bestest game ever, with lots of dragons and dungeons and monsters that people fight using dice and pencils!" You go, Gary! Dream big, believe in yourself and go far! :Re-Ed

**Poisons:** There are six more types of poisons that may be made. Each draw of one of these counts as a regular poison draw.

1) May be chosen at any level:

a) Gyokuro

This is a poison that causes slow death. It is administered in a liquid form. If the victim is ill, it causes death in a few days. If the victim is healthy, it causes a slow wasting resulting in death after not more than 70 days. This poison is handled as an ordinary ninja poison. It accumulates levels but does not cause physical injuries.

b) Ninja also used dung and blood as a poison.

This mix causes almost instant infection, leading to lockjaw and death.

c) Ninja also used itching powder.

d) Poisons b and c do not have levels.

2) May be chosen at level 4:

The ninja also make a laugh-inducing poison. The poison has almost instant effect, is administered in food and does not have levels to accumulate.

3) May be chosen at level 6:

The ninja could also make a sleep-inducing poison. These poisons have levels and accumulate as a paralyze poison at half strength. The poison causes sleep for 1-12 turns. This poison comes in two forms each of which is a separate draw:

(a.) Same physical form as standard ninja poison;

(b.) A form which takes effect when burned.

4) May be chosen at level 8:

The ninja could make a delayed poison that could cause temporary insanity. The poison is administered in food. The poison takes effect a few hours after being administered. It does not have levels and does not accumulate in the victim.

5) All of the above poisons have no effect if the save is made.

6) Healing skills:

The ninja must be able to treat and heal himself because he is not always able to risk seeing a doctor. Normal sprains and bruises can always be treated by a ninja. The ninja is able, as his cure-poison draw at any level, to draw a healing skill. There are two types of healing skills:

(a.) He is able to learn how to treat any one disease for the draw. The treatment will cost 10 pieces in gold for each disease healed. This may be done once a day for each time the disease is selected. Any disease may be selected.

(b.) He gains the ability to heal 2 points of injury a day. This does not include injury caused by poisons. This ability is not the same as a heal spell. Note is kept of normal healing with injury healed by this method healing first. For every 5 points of injury healed by this method, there is a penalty of 1 on attack and defense until it has healed normally. Also, this method will not help a character who has less than 50% damage when this method is used. Two points of healing are gained each time this is drawn. The healing may be split up in any fashion desired. There is a cost for medical supplies of 1 gold piece for each point healed. Supplies are bought before they are needed.

Healing skills may be drawn as the cure-poison draw at any level. These skills do not, however, count toward the distribution requirements on poison types.

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## When he talks, everybody listens

Ever since *homo sapiens* learned how to use his brain, there has always been a part of man's mind that desires to know the events of the future, not only so that he can prepare for them, but also "simply" so that his curiosity might be satisfied. To fill this need, there have long been people claiming to be able to divine those events.

But there is also a desire to know events of the present as well, and events of the unknown past. And, there have also arisen those people who say they can divine these things. As long as man is curious about the things he does not know, there will be other men who will believe that they are able to satisfy this curiosity through mystical means.

These men and women are the oracles, a legendary type of person presented here as a new non-player character class for **ADVANCED DUNGEONS & DRAGONS®** adventuring.

Ancient Greeks trusted the famous oracle at Delphi. The traditional procedure by which divinations were obtained involved virgins (ceremonially named "Pythia," after a serpent slain by Apollo) who were seated on a tripod over a rift, from which rose thick vapors and, so the Greeks believed, the wisdom of Apollo. The ancients had so much faith that they believed whatever the oracle of Delphi prophesied would invariably come true.

Eastern religions have long put great stock in oracular hermits living away from the people, who they believed had

Oracle Experience Table

| Experience          | Points | Experience Level | 4-sided Dice for Accumulated Hit Points | Level Title    |
|---------------------|--------|------------------|-----------------------------------------|----------------|
| 0—2,250             |        | 1                | 1                                       | Fortune Teller |
| 2,251—4,500         |        | 2                | 2                                       | Forecaster     |
| 4,501—9,000         |        | 3                | 3                                       | Augurist       |
| 9,001—17,500        |        | 4                | 4                                       | Anagogue       |
| 17,501—33,500       |        | 5                | 5                                       | Clairvoyant    |
| 33,501—60,000       |        | 6                | 6                                       | Sortiliger     |
| 60,001—110,000      |        | 7                | 7                                       | Sannyasi       |
| 110,001—200,000     |        | 8                | 8                                       | Medium         |
| 200,001—366,000     |        | 9                | 9                                       | Pundit         |
| 366,001—630,000     |        | 10               | 10                                      | Mahatma        |
| 630,001—1,000,000   |        | 11               | 11                                      | Soothsayer     |
| 1,000,001—1,400,000 |        | 12               | 12                                      | Seer           |
| 1,400,001—1,800,000 |        | 13               | 13                                      | Low Prophet    |
| 1,800,001—2,200,000 |        | 14               | 14                                      | High Prophet   |
| 2,200,001—2,700,000 |        | 15               | 15                                      | Oracle         |
| 2,700,001+          |        | 16               | 16                                      | Great Oracle   |

great and god-given wisdom. Such an oracle, they felt, could tell them the truth about their fates, and the fates of their gods.

In more modern times, gypsy fortune tellers have gained a reputation for mystical ability, although society is more skeptical of such persons than earlier civilizations had been. Still today, there are mediums and fortune tellers making money from people who want to believe that oracular ability can truly exist, and who need their curiosity satisfied in one way or another.

In an AD&D™ campaign (which, of

course, strays a long way from "reality"), divination plays a large part in the lives of adventurers. A great number of simple spells, including all the Detect spells, are divinations. Also, there are a number of non-player character classes that can make predictions for paying clients: the sage, the alchemist, and the astrologer. It seems that adventurers, even more so than people in this real, mundane world of ours, need to know of the future, or of the nature of things unclear to themselves. Often, having this knowledge means the difference between life and death.

The sage, as outlined on pages 31-33 of the *Dungeon Masters Guide*, is somewhat inadequate for making divinations. Unless the sage's major field is the occult and things oracular in the first place, he will cost the party seeking his aid a great deal and will be little help.

Similarly, the alchemist (as presented by Roger E. Moore in issue #45 of *DRAGON™* magazine) is somewhat lacking in oracular ability, preferring to spend his time as the sage does, buried in books and alchemical experimentation. Thus, he will not be able to help a party greatly when they come to him for aid.

Most useful is Roger Moore's astrologer class, also presented in *DRAGON* #45. The main function of the astrologer is to make divinations; however, the astrologer himself is limited in his abilities. That is, he has only one method of divination available to him, which somewhat reduces the reliability of his predictions. Also, the astrologer cannot use spells, and so cannot perform even the simplest Detect for adventurers.

### The Oracle NPC class

The following text describes the Oracle as a new non-player character class, one which gives its members the ability to cast spells and use certain innate abilities in order to make divinations and predictions. An Oracle NPC in an adventuring party would leave the other spellcasters free to carry more attack and defense spells, enhancing the characters' chance of survival if the adventure ahead is to be full of conflicts and combat.

The principal attributes of the oracle are intelligence and wisdom, both of which must be 14 or higher. A high constitution and charisma are also useful, but these attributes may each be as low as 6. A high wisdom score allows the oracle to use extra spells, as follows:

| Wisdom | Extra Spells         |
|--------|----------------------|
| 15     | 1 first level spell  |
| 16     | 1 first level spell  |
| 17     | 1 second level spell |
| 18     | 1 third level spell  |

These bonuses are cumulative, just as for clerics with high wisdom.

Similarly, a high intelligence score offers special benefits to the oracle above and beyond the usual extra language ability, as follows:

| Intelligence | Bonus to chance of successful divination |
|--------------|------------------------------------------|
| 16           | +5%                                      |
| 17           | +10%                                     |
| 18           | +15%                                     |

Note that this extra chance of success applies only to certain of the innate abilities, but to none of the divination spells available to oracles.

Oracles are most often human. Elves and half-elves may also be of this class, but may not rise higher than the 11th level of experience. Gnomes and dwarves

are of a temperament not well suited to the disciplines of oracular ability, and half-orcs and halflings rarely possess the mental faculties to qualify. Thus, these last four races should be prohibited from taking up the class.

The experience-level structure among oracles is similar in some ways to that of druids and monks, in that the numbers of characters at certain levels is restricted. While there may be any number of oracles between the first and 11th levels, there are only one each of the higher-level oracles.

A character wishing to rise from 11th level to 12th (Soothsayer to Seer), after earning sufficient experience points, must seek out the single Seer and challenge him or her to a game of riddles. *Dungeon Masters* are referred to Patricia McKillip's *Hed* trilogy or J.R.R. Tolkien's *The Hobbit* to see how this might be done. The winner of this game becomes (or continues to be) the Seer, entitled to the possessions and abilities that go with the title. After a month of self-training, a character newly claiming the title of Seer will be able to use new spells and certain innate abilities. As with other combats of this type, the loser returns to the minimum number of experience points allowable for the 11th level (630,001 xp), and must begin to climb again. A riddle-game may not be attempted until a Soothsayer has sufficient experience points to rise a level. It should be noted that the Seer is in a precarious position, since there are usually many who come to challenge him.

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 Magical Jars and Bindings  
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 patterns to:

At 13th level and higher, there is no competition. A position in the higher levels becomes open only when its occupant dies. Then the character of the level immediately below the open position will move up into it, provided that he has enough experience points to fulfill that requirement. Every lower-ranking oracle then moves up accordingly (subject to the experience-point requirement), and if necessary a new Seer is chosen by a riddle-tournament held amongst any characters with enough experience points to claim the position. For example, if the Low Prophet were to die, the Seer (if he had enough experience) would move up to that position,

and a new Seer would be chosen from amongst the Soothsayers.

For each position above 11th level, there exists a vast and unique library, containing all of the information needed by an oracle of that level. Thus, a new Seer would find in his newly acquired library volumes containing the new spells he may use, along with equipment and instructions for his new innate abilities. The oracles possessing these libraries do not own them, but leave them behind for the next oracle when they rise in level.

Characters of 11th level and below, though, must seek training in the same way that characters of any other class must. They cannot impose upon oracles of 12th level or higher to give them this training, because oracles of that much stature are loath to waste time on such matters.

Oracles of lower than 12th level may carry or own whatever they wish (subject, of course, to a few class restrictions), and may travel about freely and hold any faith. Only the wisest and most intelligent of oracles ever make it to the higher levels, and although such advancement is the general goal of every oracle, most do not pursue it exclusively.

Higher-level oracles will never be kept in the service of a single person or a particular group of characters, but will live in some secluded part of the world where they will not often be disturbed. There, they study and expand their experience as much as they can. The lairs of these oracles are more or less permanent structures or enclosures, and they come with the position; when an oracle of high level rises, he often changes lairs as well. Thus, people tend to identify more with the positions and locations of oracles than with their individual names or identities.

In many ways, oracles are similar to magic-users. They fight and save on the M-U tables, they are subject to the same weapon and armor restrictions as magic-users, and they are able to use any device or magic item that a magic-user can employ. The only major difference between the classes (apart from certain innate special abilities) is in the way that spells are recovered; this will be described below.

It is possible for an oracle to be of any alignment, although those of the highest levels tend to be true neutral. In any case, that is a reflection on their temperament rather than their religious preference. An oracle, as he progresses in power and ability, will likely turn away from any extreme alignment and become more and more neutral in his outlook.

Similarly, an oracle may technically worship any god he wishes, but will tend to abandon his faith as he rises in level. Divinations need not, as the name would seem to suggest, come from a god, but

rather from the earth and the spheres. Gods must live by the laws of the universe in an AD&D game, just as men and beasts do, and thus oracles must go "beyond the gods" to achieve their predictions. They read things from the structure of the universe, which exists in spite of the gods rather than because of them, and there they find their answers. Thus, an oracle with an extremely fervent faith will not be liable to advance to the highest levels of his class, because his interpretation of the omens of the universe will be slanted by adherence to his faith.

At the 5th level of experience, an oracle begins to attract followers. At this point, he will gather one or two students of zero or first level. Upon attainment of each level higher than 5th, the maximum number of students is doubled; at 11th level, a Soothsayer may have as many as 128 students and followers of zero or

first level, or correspondingly fewer of higher levels (up to 4th). When a Soothsayer rises to Seer, however, he must abandon his followers and they likewise must abandon him. High-level oracles, as mentioned earlier, lead solitary lives and seek seclusion rather than the adoration of followers or students.

### Innate powers

At each level of experience, oracles gain certain innate powers of divination. The accuracy and usefulness of these increase with the oracle's level.

The following chart gives the innate oracular abilities, the level at which each is first gained, and the chance of successful divination using that ability at that level and all higher levels of experience. Abilities where the chance for success may be improved by an intelligence bonus are marked by an asterisk.

| Ability         | Percentage chance for success at experience level |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|-----------------|---------------------------------------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|                 | 1                                                 | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| Rhabdomancy     | 15                                                | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 |
| Arithomancy*    | 08                                                | 11 | 14 | 17 | 20 | 23 | 26 | 29 | 32 | 35 | 38 | 41 | 44 | 47 | 50 | 53 |
| Cleromancy*     | 10                                                | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 |    |
| Coscinomancy    | 12                                                | 16 | 20 | 24 | 28 | 32 | 36 | 40 | 44 | 48 | 52 | 56 | 60 | 64 | 68 |    |
| Austromancy*    |                                                   | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 |    |
| Capnomancy*     |                                                   | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 |    |
| (combined)*     |                                                   | 45 | 60 | 75 | 90 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 |
| Belomancy       |                                                   |    | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 |    |
| Hepatoscopy*    |                                                   |    | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 |    |
| Meteoromancy*   |                                                   |    |    | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 |    |
| Ornithomancy*   |                                                   |    |    |    | 22 | 29 | 36 | 43 | 50 | 57 | 64 | 71 | 78 | 85 | 92 |    |
| Hydromancy*     |                                                   |    |    |    |    | 22 | 29 | 36 | 43 | 50 | 57 | 64 | 71 | 78 | 85 | 92 |
| Hieromancy*     |                                                   |    |    |    |    |    | 26 | 32 | 38 | 44 | 50 | 56 | 62 | 68 | 74 | 80 |
| Ophiomancy*     |                                                   |    |    |    |    |    | 26 | 32 | 38 | 44 | 50 | 56 | 62 | 68 | 74 | 80 |
| Pyromancy*      |                                                   |    |    |    |    |    |    | 30 | 38 | 46 | 52 | 60 | 68 | 76 | 84 | 92 |
| Botanomancy*    |                                                   |    |    |    |    |    |    | 29 | 33 | 37 | 41 | 45 | 49 | 53 | 57 | 61 |
| (with spell)*   |                                                   |    |    |    |    |    |    | 79 | 83 | 87 | 91 | 95 | 99 | 00 | 00 | 00 |
| Astromancy*     |                                                   |    |    |    |    |    |    |    | 30 | 39 | 48 | 57 | 66 | 75 | 84 | 93 |
| Horoscopy*      |                                                   |    |    |    |    |    |    |    | 30 | 39 | 48 | 57 | 66 | 75 | 84 | 93 |
| Oneirocritica*  |                                                   |    |    |    |    |    |    |    | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 |
| Lithomancy*     |                                                   |    |    |    |    |    |    |    |    | 30 | 40 | 50 | 60 | 70 | 80 | 90 |
| Dactylomancy    |                                                   |    |    |    |    |    |    |    |    | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| Haruspicy*      |                                                   |    |    |    |    |    |    |    |    |    | 35 | 50 | 65 | 80 | 95 | 99 |
| Sciromancy*     |                                                   |    |    |    |    |    |    |    |    |    |    | 35 | 50 | 65 | 80 | 95 |
| Catoptromancy*  |                                                   |    |    |    |    |    |    |    |    |    |    |    | 25 | 40 | 55 | 70 |
| Licanomancy*    |                                                   |    |    |    |    |    |    |    |    |    |    |    |    | 40 | 60 | 80 |
| Gastromancy*    |                                                   |    |    |    |    |    |    |    |    |    |    |    |    |    | 70 | 95 |
| Crystallomancy* |                                                   |    |    |    |    |    |    |    |    |    |    |    |    |    |    | 99 |

### Explanations of innate abilities

**Rhabdomancy:** This is the art of dowsing for water or oil, or for metals of various types. Any forked wooden stick may be used, although hazelwood works best (+1% to chance of success per level of oracle).

The stick is held by the prongs with the palms of the hands facing upward and horizontal to the ground while the ends of the prongs project outward. The pointing end of the stick should be slightly elevated above horizontal. When water, or oil or metal, are directly beneath the rod, the end will force itself downward to indicate the presence of the substance.

Oil or water will be located by a simple,

bare wooden rod, but metals can be found by dowsing only if a bit of the metal sought is attached to the pointing end of the stick. Any metal of a non-magical nature can be dowsed for; however, metal which is used for currency or is valuable because of its rarity is located at a penalty of 10% to the chance for success. Iron, other common metals and common alloys (bronze, brass, etc.) can be found at no penalty.

**Arithomancy:** This, in essence, is numerology. An oracle will assign numbers to the letters in the name of a person, place or thing and make a divination about the nature of the thing so named and "numbered." This prediction will re-

veal, to some extent, whether the person, place or thing is good or evil, and whether it involves good fortune or bad. This ability incorporates the skills of onomancy, which considers the letters in a name themselves rather than the numbers they may represent.

**Cleromancy:** This is divination by lots. An oracle practicing this ability would cast down a number of small dice or tiny, marked bones, and make a prediction from the numbers that turn up. A successful divination will tell the oracle whether the characters asking for the divination (or himself, of course) will have good or bad fortune in the next week.

**Coscinomancy:** This is a method that an oracle may use to determine the guilt or responsibility of a known character in causing a known event. The oracle will balance a small brass sieve on two fingers, or on the points of a pair of shears (+5% to chance of success for any level of oracle), and then describe the event (a crime, usually). After that, the names of characters suspected of causing the event or committing the crime are spoken before the balancing sieve. If the divination is successful, and the name of the guilty character is spoken, the sieve will begin to wobble at that time, indicating guilt.

**Austromancy:** This means of divination allows the oracle to know whether the fortune of a character will be good or bad during the next week by studying the winds and the movements of clouds for a day.

**Capnomancy:** This method of divination achieves the same effect as austromancy, but the determination is through a day's study of the movements of smoke (in still air). During this time, a smoky fire must be maintained for the oracle.

If austromancy and captomancy are combined at the same time and in the same effort, the effects and length of time required remain the same, but the chance of successful divination triples.

**Belomancy:** This, like cleromancy, is a form of divination by lots; however, it uses arrows or notched sticks instead of dice. Answers to a question posed by a character are written on the arrows, and these, along with a single blank arrow, are placed in a bag. If the divination is successful, and the correct answer is among those written on arrows, the oracle will draw out of the bag the arrow with the correct answer. If the divination is not successful, though, the blank arrow will be drawn. Any arrow drawn from the bag after the first one will be blank, regardless of the number of blank arrows first placed in the bag. No question may be asked more than once; arrows for repeated questions will always be blank.



**Hepatoscopy:** This method of divination uses the examination of the livers of lower animals to determine the fortune of characters. The chance of success is adjusted according to the size and physiological complexity of the animals used — but in no case may any creature of higher than animal intelligence be used. Birds and fish may be used at -25% to the chance of success, small animals and monsters at -15%, man-sized animals and monsters (as well as sheep and goats) with no adjustment, and large animals and monsters at +15%. Animals or monsters who are examined must be killed by the oracle just before attempting the divination; creatures already dead may be used, but at -70% to the chance of success.

**Meteoromancy:** The study of meteors by an oracle may foretell the favor of a god, the fortune of a character, or the occurrence of an important event. This method of divination allows the oracle to know not only which of these omens the sighted meteors represent, but (with a small degree of accuracy) what the event, fortune, or disposition is. In any case, the oracle must spend a week studying the skies before he may make the divination.

**Ornithomancy:** This method of divination allows the oracle to determine whether a character's fortune in the coming week will be good or bad. The oracle must spend a day studying the movements of birds before attempting a prediction.

**Hydromancy:** Except that the oracle must spend a day studying the movements and currents in running water or the tides, this method of divination is the same as ornithomancy.

**Hieromancy:** This is a divination of fortune, or of the favor of a god, through the study of holy objects. If the oracle making the divination is of the faith to which the object studied is holy, there is an additional 10% to the chance of success.

**Ophiomancy:** This is divination through the study of serpents — that is, snakes — of any type (lizards, dragons, and other reptiles are excluded). After a day of study, the oracle may make a prediction about the fortune of a character for the coming week.

**Pyromancy:** This is divination through fire. An oracle will be able to make a prediction about the fortune of a character for the next week after studying the flames of a fire for an hour. The chance of success is adjusted according to the size and nature of the fire. A small flame, such as a candle, allows the oracle to divine at -10%, while a normal fire is unadjusted, and a large fire (such as a pyre

or a burning building) gives +25%. If dung is cast into the flames, there is a -5% to the chance of success, but if incense is burned, there is a +10% chance.

**Botanomancy:** This is a form of divination through the study of plants. After a day of studying living plants, the oracle may make a prediction about the fortune of a character during the next week. If botanomancy is combined with a *Speak with Plants* spell, the chance of successful divination is increased by 50%.

Another method of botanomancy, similar to belomancy, involves the writing of answers to a question on the leaves of a plant. The oracle then cuts these leaves free and exposes them to the wind. If the divination is successful, and the correct answer is among those submitted, the wind will blow away all leaf-answers but the correct one. If the divination is unsuccessful, no answers will be left behind by the wind, and those blown away will be irretrievable. Note that in this second method of botanomancy, the *Speak with Plants* spell will not change the chance of success.

**Astromancy and Horoscopy:** These two methods of divination are essentially the same, the former being a study of the stars and the latter a study of star charts. They allow an oracle to determine the fortune of a character for the next week, and with fair accuracy the type of events that will befall him. In both cases, a full night of study by the oracle is required in order for the divination to have a chance of being successful.

**Oneirocritica:** This is a divination made through the interpretation of dreams and visions. After a night of successful dreaming, an oracle may predict an event that will happen in the next two days, with fair accuracy. The chance for success roll indicates both that a dream or vision was had by the oracle, and that it was interpreted correctly. If a character relates a dream or vision to an oracle with oneirocritical ability, there is a basic chance of 10% plus 5% per experience level of the oracle that it will be interpreted correctly. Events of the past and present may also be divined this way; the chance of an event dreamed being in the future is 85%, the chance of it being in the past is 10%, and in the present, 5%.

**Lithomancy:** This is a method of determining the fortune of a character, or the nature (good or evil) or fortune of a different person or place. The oracle will cast down a number of pebbles and then study the patterns formed by them. Similar to lithomancy is geomancy, in which dots are drawn randomly on a scrap of paper and the patterns then read by the oracle. Geomancy also allows the oracle to divine things by reading the patterns in cracks in the ground.

**Dactylomancy:** This method of divination involves the use of a device similar to a Ouija board. The character requiring knowledge asks the oracle a question, and the answer is spelled out by a finger-ring suspended over a ring of alphabetic letters. The answer will likely be cryptic, but occasionally, as in the case of a name or a simple affirmation, the answer will be concise and clear. A lack of success in the divination is indicated by a lack of movement by the ring. A question may be asked only once; if the divination fails for that question no answer may ever be determined, even if the question is reworded.

**Haruspicy:** This method of divination is almost the same as hepatoscopy, except that it is more precise, telling in fair detail what the major events of the next two days will be (death, for example, or a complete loss of money), if any major events will occur, and may only be performed with the entrails of non-intelligent animals and monsters of 6 or more hit dice. The entrails of the victim are cut out and cast randomly on the ground, and the twistings and patterns formed by them are studied by the oracle. Animals not killed by the oracle himself may be used, but at a penalty of -50% to the chance of success.

**Sciomancy:** Similar to the *Speak with Dead* spell, this method of divination allows the oracle to determine the truth about an event in the past or present, by speaking with the spirit (the body need not be present) of a deceased character. Only one event may be discussed, although as many questions may be asked of the spirit as are necessary to clarify the answer.

**Catoptromancy:** This is divination by means of reflections and mirrors. Events of the past (60% of the time), present (15%) or future (25%) may be divined precisely by the oracle after an hour of mirror-gazing. Random events are reflected in the mirror for the oracle to see. Silver mirrors allow a +10% bonus to the chance of success when depicting events involving death.

**Licanomancy:** This is the ability of divination through the study of reflections in a vessel of still water. A drop of oil may be added and the resulting patterns studied; this is called scyphomancy. Or, the motions and figures in a pot of molten lead may be studied also; this is called molybdomancy. The oracle, after an hour of study, is able to make an accurate divination of an event occurring in the past, present, or future, which he is able to specify 20% of the time. The use of either holy or unholy water will give +10% to the chance of success. Events seen in holy water tend to be pleasant, and those seen in unholy water tend to be dire.

**Gastromancy:** This ability is divination through the observation of figures in sealed glass jars. Two sets of these jars exist; one is in the possession of the single oracle, and one in the possession of the Great Oracle. The five jars of each set are cobalt blue in color and vary in height from two inches to two feet. A specific event of the past, present, or future may be requested by the oracle, and 50% of the time, this will be the one depicted. Otherwise, the event shown will be random. If the divination is unsuccessful, the jars will remain empty, but if a successful divination is made, a series of cryptic figures and depictions will appear in the jars. The jars themselves are not magical.

**Crystallomancy:** By this method, the Great Oracle is able to divine, with only a 5% chance of failure, any event occurring in the past, present, or future. This event may be chosen by the oracle 80% of the time; otherwise it will be random. The oracle consults a crystal globe (which is non-magical), and sees in it a series of figures, or depictions of people and events, which he may then interpret to make a divination.

#### General guidelines on divination

Innate abilities are available to an oracle whenever the proper equipment and/or materials are present.

The die roll made for each divination indicates only whether or not the oracle was able to get a clear impression, and does not guarantee the absolute accuracy of that impression. If a divination is found to be unsuccessful, then the oracle was unable to receive any impression about the question posed him; however, he will require payment in return for even a failed attempt.

The accuracy of a prediction depends more upon the experience level of the oracle involved than on the method used to make it. Thus, predictions made by higher-level oracles will tend to be more precise than those made by low-level oracles, even in the case of a simple reading of a fortune. Higher-level oracles will be relatively more specific in their divinations when the attempts succeed.

It should be noted, though, that divinations made by any oracle to be a little difficult to understand, or at least should be able to be interpreted in several ways, so that player characters are not able to take advantage of the oracle to know with great precision and accuracy what will happen in a campaign. An element of mystery should be maintained, and so oracles ought to respond in verse or in generalities rather than in straightforward terms. Players should have to interpret the words of the oracle in order to benefit from them.

On the other hand, predictions of the future that are correct (such as the death of a character, if such is indicated), should always come true. Even if a character takes precautions against a prediction, it should still occur. Once an oracle makes a prediction that the DM and the dice say is true, it happens. Similarly, events of the present and past must have taken place, if they were described correctly by an oracle.

In cases where the oracle receives visions and impressions of things that he did not request (especially among the higher-level abilities), the origin of those impressions will be unknown to the oracle. That is, he may request to know about the death of a certain character in the future, but if he receives impressions of an earthquake instead, he will not know whether the earthquake occurred in the past, is now occurring, or will occur in the future, or where it will take place. Such events should be created randomly by the DM, and may in fact be events that have already occurred to the character requesting knowledge from the oracle. In any case, they should not be events of any great importance to the campaign, lest they disturb the balance of the game.

Furthermore, if the revealing of certain information would tend to badly unbalance the game and lessen the enjoyment of the players, the DM should not let the information out, despite what the dice may tell him.

The price that an oracle will ask for a divination is high, and costs increase as the level of ability increases. Usually, the price asked will be 100 gp times the level of the ability squared, plus or minus a little according to the wishes of the DM. Thus, a simple dowsing for water would cost 100 gold pieces ( $100 \times (1^2) = 100$ ), while a gastromantic prediction might cost around 22,500 gold pieces ( $100 \times (15^2) = 22,500$ ).

#### Spell casting by oracles

Oracles have the ability to cast both divination magics and some necromantic spells. These they acquire through meditation, in the same way that clerics and druids recover their spells, although all of their spells do exist in a written form.

The prices that an oracle will charge for spell casting will be the same as those charged by any other class of spell-caster for the same activity. For example, the DMG outlines on page 103 and 104 some suggested prices for clerical spells; oracular spell prices will be in this range.

Spells unique to the oracle class are described after the spell list which follows, and spells taken from the Players are referenced according to the level and class which apply.

## Spells usable by class and level, oracles:

| Oracular Level | Spell level | 1 | 2 | 3 | 4 | 5 | 6 |
|----------------|-------------|---|---|---|---|---|---|
| 1              | 1           |   |   |   |   |   |   |
| 2              | 2           |   |   |   |   |   |   |
| 3              | 2           | 1 |   |   |   |   |   |
| 4              | 3           | 2 |   |   |   |   |   |
| 5              | 3           | 3 | 1 |   |   |   |   |
| 6              | 4           | 3 | 2 |   |   |   |   |
| 7              | 4           | 4 | 2 | 1 |   |   |   |
| 8              | 5           | 4 | 3 | 2 |   |   |   |
| 9              | 5           | 5 | 3 | 2 | 1 |   |   |
| 10             | 6           | 5 | 4 | 3 | 2 |   |   |
| 11             | 6           | 6 | 4 | 3 | 2 |   |   |
| 12             | 7           | 6 | 5 | 4 | 3 | 1 |   |
| 13             | 7           | 7 | 5 | 4 | 3 | 2 |   |
| 14             | 7           | 7 | 6 | 5 | 4 | 3 |   |
| 15             | 7           | 7 | 6 | 5 | 4 | 4 |   |
| 16             | 7           | 7 | 7 | 6 | 5 | 5 |   |

## Spell descriptions

## First level

Detect Evil: Same as 1st level cleric spell.

Detect Illusion: Same as 1st level illusionist spell.

Detect Invisibility: 1st level illusionist spell.

Detect Lie: 4th level cleric spell.

Detect Magic: 1st level magic-user spell.

Detect Snares and Pits: 1st level druid spell.

Identify: 1st level magic-user spell.

Know Alignment: 2nd level cleric spell.

Locate Animals: 1st level druid spell.

Predict Weather: 1st level druid spell.

Read Languages: This spell is essentially the same as the thief ability. The caster is able to read any language for the duration of the spell (5 rounds/level), excepting magical languages. He is not able to write the language, though, or speak it.

Read Magic: 1st level magic-user spell.

## Second level

Augury: 2nd level clerical spell.

Cure Light Wounds: 1st level cleric spell.

Detect Charm: 2nd level cleric spell.

Detect Poison: This spell will detect the presence of a poison or venom on or in any item, if such substance is present. The caster must touch the item on which the spell is being cast in order to detect the venom. Note that the spell provides no immunity to the poison, and a save vs. poison must be made as usual if contact poison is touched.

ESP: 2nd level magic-user spell.

Find Traps: 2nd level cleric spell.

Guidance: This spell answers simple questions concerning the fortune of a character or party. One general question may be asked, and the caster will intuitively know the answer. The questions asked should not be specific, but of the "Will we be alive tomorrow?" or "Will we be rich if we survive this adventure?" type. The spell may be cast once per day.

## Oracular spells

| 1st level                | 2nd level         | 3rd level                   |
|--------------------------|-------------------|-----------------------------|
| 2 Detect Evil            | Augury            | Animate Dead                |
| 3 Detect Illusion        | Cure Light Wounds | Clairaudience               |
| 4 Detect invisibility    | Detect Charm      | Clairvoyance                |
| 5 Detect Lie             | Detect Poison     | Divine Truth                |
| 6 Detect Magic           | ESP               | Feign Death                 |
| 7 Detect Snares and Pits | Find Traps        | Metal and Mineral Detection |
| 8 Identify               | Guidance          | Speak with Animals          |
| 9 Know Alignment         | Know Languages    | Speak with Dead             |
| 10 Locate Animals        | Locate Object     | Sympathetic Magic I         |
| 11 Predict Weather       | Locate Plants     | Tongues                     |
| 12 Read Languages        | Omen I            |                             |
|                          | Slow Poison       |                             |

## 4th level

|                       |
|-----------------------|
| 1 Commune with Nature |
| 2 Divination          |
| 3 Divine Past         |
| 4 Omen II             |
| 5 Speak with Plants   |
| 6 Stone Tell          |
| 7 Vision              |
| 8 Wizard Eye          |

## 5th level

|                      |
|----------------------|
| Commune              |
| Cure Critical Wounds |
| Divine Present       |
| Legend Lore          |
| Hide                 |
| Speak with Monsters  |
| Sympathetic Magic II |
| True Seeing          |

## 6th level

|                     |
|---------------------|
| Contact Other Plane |
| Divine Future       |
| Heal                |
| Memory              |
| Omen III            |
| Raise Dead          |
| Reincarnate         |
| Seek                |

Know Languages: This spell expands on the Read Languages spell, allowing the caster to understand spoken language as well. It still does not allow him to communicate in that language, though, or to understand magical languages. The spell lasts for 3 rounds/level.

Locate Object: 2nd level magic-user spell.

Locate Plants: 2nd level druid spell.

Omen I: This spell simply allows the caster a greater chance of success when making a divination through one of his innate abilities. This extra chance is 10%. Theoretically, speaking this spell increases the caster's ability to see and interpret correctly the various omens in his divination.

Slow Poison: 2nd level cleric spell.

## Third level

Animate Dead: 3rd level cleric spell.

Clairaudience: 3rd level magic-user spell.

Clairvoyance: 3rd level magic-user spell.

Divine Truth: This spell allows the caster an 80% chance to determine the truth about something, by placing in his mind a series of figures and images that he may interpret. The spell works only for one question, and then dispels. Any question may be asked, but it is recommended that as the questions grow in complexity the answers become more allegorical and cryptic.

Feign Death: 3rd level cleric spell.

Metal and Mineral Detection: This spell acts as the *Wand* of the same name, allowing the caster a better chance of locating metals and minerals than his rhabdomantic skill does. Thus, any metal or mineral may be detected without fail within the duration of the spell (1 round per level).

Speak with Animals: 2nd level cleric spell.

Speak with Dead: 3rd level cleric spell.

Sympathetic Magic I: This spell allows the caster to make a divination about a specific person or thing, provided that some portion of that person or thing is available to the caster. This item, which should be something like a lock of hair or a set of fingernail parings, is a material component of the spell, and disappears when the spell is cast. The spell allows the caster to know the location and condition (dead or alive, good or evil, etc.) of that person or thing, although these are only roughly perceived. The spell has a duration of 1 round per level.

## RESCUE BOARD

Be sure to list in order: personage, captor, fate, reward, (if any). Thx :)

Princess, General of Iuz, Grim, 50kgp

53 peasants, Pomarj, Dinner, Gratitude

Princess, Scarlet Bro's, Unk, 25kgp

Princess, neighboring warlord, prisoner/marriage, 1/2 kingdom + marriage

Princess, jealous sib, death, various magic items -let's talk.

Prince, demon prince, eternal torture, All I have, All I am, pls save my son.

Peasant, Unk, Unk, Food, Gratitude

Peasant, Unk, Unk, Personal Blessings

Peasant, Unk, Unk, Unk



# LEOMOND'S TINY ADVENTURE

by Lenard Lakofka and Brad Nystul

## LEOMOND'S TINY ADVENTURE politicians



**THE POLITICIAN** is a sub-class of bureaucrat. To become a politician, the character rolls up scores just as for a bureaucrat, except that physical abilities have a base score of 9, not 10, and non-physical abilities have a base score of 12, not 11. (See the bureaucrat class description, page 8, for an explanation of dice rolling.) A politician must have a score in intelligence, wisdom, or charisma of 15, and must have this score in two of the three abilities in order to advance beyond 4th level.

Not all countries will have elections, and therefore might have little use for politicians. The most common elective offices in a town are the aldermen and perhaps a mayor. A few countries might elect sheriffs and other "county" officials, who would be members of the politician class. A sheriff is 85% likely to be a former member of an adventuring class, with some type of fighter being the most common (80%).

### Different special skills

Politicians have none of the special skills of their parent class. If they are to succeed, politicians cannot afford to have it appear as though they are confusing or infuriating the public the way a bureaucrat does. Instead, certain other particular abilities are available to them.

Politicians who are not ex-adventurer types have a 45% resistance to *charm* spell attacks, and those who win office have a chance to cast a *suggestion* spell in any speech they make before a group of five or more people. The audience (each member considered separately) is only 35% likely to be susceptible. Those in the audience who are susceptible still obtain a normal saving throw against the *suggestion*. Those who fail the saving throw will make every effort to act out the suggestion if it is possible. *Suggestions* to give up more than 100 g.p. (in money, goods, or services) allow the victim a +2 bonus on the saving throw. Any suggestions to give up a magic item or more than 250 g.p. in currency allows the victim(s) a +5 bonus to the save. Politicians generally will *suggest* that the listener(s) contribute to his or her next campaign fund.

Politicians who have won three elections (not necessarily all for the same office) gain the ability to perform these skills:

**Stuff the ballot box:** This ability will add 10% to the politician's vote total in any election when it is tried, and it can only be detected by examination of the individual ballots. The person(s) looking at the ballots must make a saving throw vs. spell to notice the fraud.

**Enthrall:** Similar to the suggested new cleric spell *enthrall* described in issue #58 of DRAGON™ Magazine. The politician can *enthrall* all members of an audience who can understand the language the politician is using, and who fail to make a saving throw vs. spell. The ability is activated after the politician has spoken for one full round; all listeners eligible to become *enthralled* must make a saving throw each round thereafter, for as long as the politician continues speaking, to avoid being taken in. The *enthrallment* is broken as soon as the politician stops talking. It cannot affect anyone with 4 or more hit dice, or anyone with a wisdom of at least 15.

Those who fail a saving throw and become *enthralled* will stand in awe of the politician, treating him or her as if the speaker had a charisma of 21. However, *enthralled* figures will not undertake action, such as they might if they were under the effect of a *suggestion*.

### POLITICIANS EXPERIENCE TABLE

| Experience points | Experience level | 4-sided dice for |                |
|-------------------|------------------|------------------|----------------|
|                   |                  | points           | Level title    |
| 0 — 1,200         | 1                | 1 + 2            | Reliever       |
| 1,201 — 2,400     | 2                | 1 + 4            | Party member   |
| 2,401 — 4,800     | 3                | 1 + 6            | Speaker        |
| 4,801 — 9,600     | 4                | 1 + 8            | Orator         |
| 9,601 — 20,000    | 5                | 2 + 8            | Politician     |
| 20,001 — 60,000   | 6                | 2 + 11           | Chairman       |
| 60,001 — 120,000  | 7                | 2 + 14           | Leader         |
| 120,001 — 240,000 | 8                | 2 + 17           | Vice-president |
| 240,001 +         | 9                | 3 + 17           | President      |

Politicians have a 7% chance per level to *detect lie* and an equal chance to successfully manage an *undetectable lie*, just as for the 4th level cleric spell of the same name.

**Sixth sense:** This is an ability that manifests itself in several specific ways. First, an accomplished politician has a way of "knowing" where and when a noteworthy event will occur, and will make him or herself available in the hopes of being seen favorably and thus have a chance to gain votes, recognition and perhaps donations. The chance to employ the "sixth sense" successfully for the purpose of *being in the right place* is 5% per level, one attempt per day.

Politicians can employ their sixth sense to see through clouds of smoke and fog, including such things as a *cloudkill* spell, a *stinking cloud*, smoke from a fire, a *wall of fog*, a *fog cloud*, *pyrotechnics*, and the like. The chance of success is 10% per level, once per cloud, twice per day maximum.

### Other abilities and characteristics

A politician can be of any alignment except true neutral. A politician attacks as a magic-user at all times and obtains the saving throws of a magic-user as well. He or she may fight with dagger, club, blackjack, or mace, beginning with one weapon and obtaining a new weapon of proficiency at 7th level. The politician's non-proficiency penalty is -5.

A politician can wear protection items but not armor, except for a breastplate that can be employed to make him resistant to fired missiles. The politician cannot wield most magic items, though he or she can use the following specifically:

**Potions** — those of *animal control*, *clairvoyance*, *clair-audience*, *delusion*, *dragon control*, *ESP*, *extra healing*, *gaseous form*, *healing*, *human control*, *longevity*, *oil of slipperiness*, *philter of love*, *philter of persuasiveness*, *plant control*, *treasure finding*, and *undead control*.

**Scrolls** — None, although neither will any kind of scroll have an effect on the politician. A cursed scroll, for instance, would be gibberish to the politician and would not work against him.

**Rings** — those of *djinni summoning*, *contrariness*, *delusion*, *human influence*, *mammal control*, *protection*, and *X-ray vision*.

**Rods, staves, or wands** — none but the *rod of beguiling*, *rod of rulership*, *stuff of command*, and *wand of enemy detection*.

Miscellaneous magic items — only the *amulet of proof against detection and location*, *bracers of defense*, *brooch of shielding*, *crystal ball*, *cube of force*, *cubic gate*, *eyes of charming*, any type of *dust*, *helm of comprehending languages* (but cannot read magic with the helm), *medallion of ESP*, *medallion of thought projection*, *rug of smothering*, *rug of welcome*, *tome of clear thought*, *tome of understanding*, and *tome of leadership and influence*.

Magic armor and weapons — No magical armor or swords allowed; however, a politician can employ any magical dagger or mace, except for a *mace of disruption*.

Another letter from little Gary in Wisconsin! He writes in part, "... I have founded my own company, Tactical Strategical retreatS" (TSS, for short.)..." Shoot the Moon, Gary! :Re-Ed

Politicians gain experience from two sources: votes, and money taken in during campaigns. Money found in a dungeon or similar sort of adventuring environment can count toward experience for a politician, but killing an enemy (monster) gains a politician nothing. Election experience is awarded at the rate of one experience point for each vote received; however, a politician can never gain more experience points from one election than the minimum necessary to advance to the next level. Thus, a first-level politician could gain no more than 1,201 experience points from winning an election, even if he received more votes than that. Politicians who lose elections always lose experience points and drop back to the midpoint of the next lower level.

Gold pieces found (contributed) also are equated to experience points on a one-for-one basis, again limited by the fact that gold can only "buy" one level at a time. And for gold to be counted as experience, it must be spent by the politician in an effort to be elected to some office (a campaign within the campaign). Excess money can be used any way the politician sees fit. Politicians of non-good alignment can make and take bribes at any time. □

# Character classes to consider

by Gary Gygax

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The barbarian class (issue #63) was, as mentioned, only one of several new classes being considered for inclusion in the expansion volume for the ADVANCED D&D® game system. You, Loyal Readers, have a chance to input into this projected work, and I would be pleased very greatly if you would do so. The classes under consideration are listed below. Let me know which you like best, which least. I will then work up each class fully and present them, in order of preference, in this column. This will be done prior to publication of the new book. If time presses, perhaps the Understanding Editor will allow sufficient column space to run two classes in one article. What follows is a brief explanation of each proposed new class. Again, your comments will be received with pleasure!

**CLERIC — Mystic:** This sub-class of clerics is concerned more with prediction and detection than are other sorts of clerics. All mystics are of Good alignment, although they can be chaotic, neutral, or lawful within the Good alignment. As with other sorts of clerics, mystics would have seven levels of spells, but most would be of the sort to divine or detect. However, some new spells, and some very powerful upper-level spells, are planned.

**FIGHTER — Cavalier:** This sub-class of fighter must be of knightly or noble origin, so the class type would be usable only in those campaigns which had social systems of a sort appropriate to this. This class allows any alignment. It differs from other types of fighters mainly in that its members would have more basic weapons, horsemanship, and possible organizational abilities to allow for more henchmen and followers. At its upper levels, the class

would also gain additional strength and constitution points due to training and exposure to hardship.

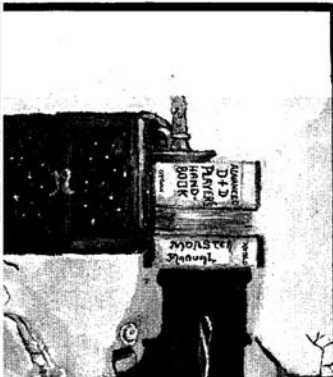
**MAGIC-USER — Savant:** This sub-class of magic-user specializes in knowledge, understanding, and arcane subjects. Thus, as do mystics, savants possess a fair range of detection spells. Although they know many standard sorts of spells as well, savants have many new magics in the nine levels of spells possible for them to employ. Savants can use spells common only to clerics and druids, and at higher levels savants can read and employ scrolls of all sorts. Because of the scholarly aspects of this proposed class, elven and half-elven savants are envisioned as being able to progress several levels higher than if they were normal magic-users; i.e., 14th or even 16th for elves, 10th or 12th for half-elves. Savants can be of any alignment.

**THIEF — Mountebank:** This sub-class of thief specializes in deception, sleight of hand, persuasion, and a bit of illusion. These factors, together with speed, are what the mountebank relies upon. However, disguise and theatrics also provide valuable tools of the trade to this class, so that one might never know one has been had by this class.

**THIEF — Specialization, Acrobat:** A normal thief, after attaining a medial level, can opt to continue as normal or become an acrobat. Although no further skills of the type which considers manual dexterity would be gained, the thief-acrobat would gain skills in leaping, vaulting, tumbling, tightrope walking, etc. Such a thief-type would be the cat-burglar sort. The earlier specialization takes place, the greater the acrobatic skills, as this specialization would have an upper limit of skill.

**JESTER — Rob Kuntz,** in his currently unpublished module,

*The Tower of Zaeen*, has included a jester. A recent DRAGON™ Magazine (issue #60) also included the jester as an NPC class. Because I have also considered the jester as an actual class for the game, I have not as yet read either description. Jesters, as I envision them, can be of human, gnome, or halfling race. (Elves could never permit themselves to be so debased; dwarves are far too serious and just plain humorless.) Alignment is as desired by the





player. A jester would have a combination of verbal, magical, and acrobatic skills which allow the class to be viable even though there is no great power. Verbal skills would enable the character to influence many creatures toward kindness, humor, forgetfulness, thoughtful consideration, irritation, anger, or even rage. Magical skills would have to do with jokes and tricks — sort of a directed *wand of wonder* with some magic-user spells and illusionist magic tossed in. Acrobatic skills would be mainly

tumbling and juggling, with some magic tossed in there as well. Level titles are: Wag, Punster, Masquer, Harlequin, Clown, Juggler, Buffoon, Fool, Joker, Jester. Powerful at its upper levels, the class will be less than popular with fellow adventurers, I suspect, so that jesters will frequently have enemies and travel alone. . . .

#### THE GRAND DRUID

A study of the information pertaining to druids will reveal that there must be something above the Great Druid, for each area or land can have its own druid of this sort. Somewhere there is a Grand Druid. This druid has 3,000,001 or more experience points, is 15th level, and is attended by 9 druids of special sort having nothing to do with the hierarchy of any specific area or land. Thus, any character of Druid level may, in fact, journey to seek the Grand Druid and ask to serve him.

The Grand Druid knows 6 spells or each level and is also able to cast up to six spell levels as one or more additional spells. Those who serve him are given three such additional spell levels. Three Archdruids roam the world as messengers and agents of the Grand Druid. These individuals are drawn from his personal attendants who reach the level of Archdruid. Each has four additional spell levels.

We are saddened to hear of little Gary Gygax's passing, 1938-2008. Apparently Gary *DID* go on to fulfill his life dream, creating "Ungeonun Ragon's Day, eh?" Admittedly, that's a new one by us. But we are truly inspired by Gary's story -and hope you are too! :Re-Ed

#### MORE ON BARBARIANS (cont'd from p60)

In the course of putting the Barbarian sub-class of fighter together, one highly important piece of information was omitted — rules concerning barbarians and creatures struck only by magic weapons. I humbly apologize. Here it is:

Although barbarians do not employ magic weapons if they can help it, their natural attack abilities make up for it. Just as can monsters, barbarians are able to hit creatures otherwise harmed only by magic weapons. Thus, at 4th level a barbarian can affect creatures which require a +1 or better weapon to hit them; at 6th level barbarians can affect creatures which require +2 or better weapons to hit them; at 8th level they attack as if they had a +3 weapon with respect to their ability to affect creatures otherwise hit only by +3 or better weapons; and at 10th level, creatures affected only by +4 or better weapons can be attacked successfully. At 12th level a barbarian can affect a creature harmed normally only by +5 or better weapons. Despite having the ability to strike such creatures, barbarians in no way gain such a bonus "to hit" or inflict additional damage because of the power. (Cf. "Creatures Struck Only By Magic Weapons" in the Monster Manual.) Only barbarian fighter characters have this ability, and it is not possible for any other class or sub-class of characters to possess this power.

# Astral Assistive Association

**Died and lost direction?  
A copper shy on passage?  
Ghost carriage dispelled?  
Silver cord wrapped around a tree?  
Banished from your plane of origin?**

Think happy thoughts & the nearest  
Astral Associate will soon be there to Assist.

Service discounts, Travel Advisor, Emergency Gates, More!

#### LATE NEWS

Most of you are not aware that soon I will retire from the position of "sole authority" regarding the D&D® game system. Frank Mentzer has "volunteered" to assume a new trainee position where he will work directly with me.

That the Good Gentleman is talented need not be said. Those readers who belong to the RPGA™ network already know that and have played his modules. Those unfamiliar with his work will see it soon enough in the additions to the DUNGEONS & DRAGONS® game system. Frank began working with me in July. Sometime in September he should be joined by the renowned French designer, Francois Marcela-Froideval.

When the D&D game project is completed, Frank and Francois will be joining me in putting the final touches on the pair of new volumes for the AD&D™ game system. That work, along with a few modules in both systems, should easily qualify them to speak with complete authority on either. The upshot will be more game material, better work overall, and more information passed along by way of these pages. Please give Mr. Mentzer and M. Marcela-Froideval a hearty welcome!

#### BEWARE OF IMITATIONS

All of you are well aware of how many "knock-off" products are around. They are obvious because without AD&D campaigns to latch onto, these cheap imitations would be unable to stand alone. I have seen one which contains spells of various sorts, including some over 9th level. DMs are cautioned against use of any non-AD&D game spells of any sort. It is absolutely stupid to include any over 9th level, for the game has nothing which warrants so powerful a dweomer. Certainly, deities are employing magic of a slightly higher level, but that is dealt with in a manner which prevents game imbalance. Do yourself a favor and avoid all such fringe products. In the long run, your players will thank you for it.



# And now, the psionicist

## A class that moves psionics into the mainstream

by Arthur Collins

[Editor's introduction: By courteous arrangement with Katherine Kurtz, author of the *Deryni* and *Camber* fantasy trilogies, this article and the ones following it incorporate certain elements of the *Deryni* universe in its description of the *Psionicist* character class for the AD&D™ game. Some particular terms and phrases used in these articles are drawn more or less directly from Ms. Kurtz's works; these are marked with an asterisk (\*). Readers interested in learning more about the *Deryni* universe will find a list of Ms. Kurtz's books at the end of this section; they are highly recommended.]

From the moment I discovered psionics in the *Players Handbook*, this aspect of the AD&D™ game has had an enormous attraction for me. Psionic powers spice up the game with new possibilities. And, for me at least, they have one great advantage over spell casting: they are simpler, particularly in their methods of use and recovery. They also open up new vistas of gaming; planar travel is much easier to accomplish psionically, for instance.

But there are some weighty problems involved in using psionics, too: maintaining game balance, for one thing. Added to an already powerful character's abilities, the use of psionics may result in a "killer character," which is boring to play and detrimental to the game. And keeping track of psionic strength points can get to be rather complicated.

Also, there's a rather basic problem with the whole concept of psionic endowment. As the rules are written, a psionic individual cannot have more than 6 disciplines — not enough to make psionics stand alone as the nucleus of a character's profession. But when psionic ability is added on top of the abilities a character already has by virtue of his class, you run the risk of overbalancing the character — you get (for example) thieves who are better at psionics than they are at thievery, or who use their psionic abilities more often than they use their thieving skills. For these reasons, it is easy to see why psionic powers are a (little-used) optional part of the game.

The practice of psionics really belongs as a character class profession in its own right. Psionic powers need a little expansion, but have the potential to add a great new class to the game: a *distinct* class, rather than merely a subclass of something else. Nor would such a class relegate the present system of psionics for all classes to the dustbin. The two could



exist side by side. To differentiate between them, we will call the psionically endowed character of a standard class a *Psionic*, and the member of the new class a *Psionicist*.

### THE PSIONICIST

The *Psionicist* is a member of a class devoted to the exercise of arcane mental powers. Certain individuals have within them a talent for that sort of thing, and these persons can opt to be *Psionicists*.

Table I: Class specifications

|                         |                 |
|-------------------------|-----------------|
| Ability score minimums: |                 |
| Strength                | 3               |
| Intelligence            | 10 <sup>1</sup> |
| Wisdom                  | 10 <sup>1</sup> |
| Dexterity               | 3               |
| Constitution            | 9               |
| Charisma                | 10 <sup>1</sup> |

<sup>1</sup> — At least one of these scores must be 16 or higher.

Possible races: human, half-elf  
Maximum level attainable: 20

Hit die type: varies with level (see below)  
 Maximum number of hit dice: 11  
 Spell ability: no  
 Armor permitted: none  
 Shield permitted: none  
 Weapons permitted: club, dagger, dart, hammer, sling, spear, staff, sword, scimitar (but not two-handed sword)  
 Oil permitted: yes  
 Poison permitted: according to alignment  
 Alignment: any  
 Starting money: 3-36 gp (3d12)  
 Weapon proficiencies: initially, 3; additional proficiencies gained at 4th and 7th level (maximum 5 weapons)  
 Non-proficiency penalty: -4  
 Bonuses to x.p. awarded: +10% if IWC avg. (see below) is 16 or better  
 Minimum starting age: human, 18 + 1d6; half-elf, 40 + 2d6  
 Combat: uses thief table  
 Saving throws: uses magic-user table

#### Notes to Table I

**Ability scores:** As with regular psionics, at least one of a character's scores in intelligence, wisdom, and charisma must be 16. For the Psionicist class, the other two scores must be at least 10 each.

**Hit dice type:** As seen in Table II, the hit dice a Psionicist gains will vary from level to level. He begins at 1st level with one 10-sided die, then gains an 8-sided die at 2nd level (the points rolled being added to those gained at 1st level), another d8 at 3rd level, and so forth. No other class has a pattern like this. This system simulates a Psionicist's mental development. The Psionicist begins with only a fraction of his eventual mental powers operative, and so must depend upon brawn as much as brain. As he (or she) goes up in levels, he still needs to be in good physical shape, but the mental training he pursues

will mean he puts less and less emphasis on the physical side of things, like combat training. These abilities atrophy somewhat, to be replaced by increased psionic ability. (Also, in terms of game balance, a little extra hit-point help to begin with can enable this character to survive.) In terms of average hit points, this is not unreasonable. A 14th-level Psionicist has an average of 40½ hit points. A 12th-level cleric has an average of 46½ hp, a 12th-level magic-user has 28½ hp, and a 12th-level monk has 32½ hp. All three of these example characters would have approximately the same number of experience points as a 14th-level Psionicist would have.

**Armor and weaponry:** The Psionicist can pick from a fair assortment of weapons (just a little better than the choices of a druid). All of these are common, non-specialty type weapons, unlike bows, pole arms, two-handed swords and such that are typically employed by specialists. However, the Psionicist uses no armor or shield; he is not interested in fighting as a profession. (Deryni are an exception to this; see the following article.)

**The IWC average:** This concept, mentioned in Table I in relation to experience-point bonuses, is crucial to the Psionicist as a class. It shows up again in Table II under "Ability factor." It is the average of the Psionicist's intelligence, wisdom, and charisma scores. The lowest IWC average (IWC for short) a Psionicist could have would be 12 (2 scores of 10 plus one score of 16 = 36, divided by 3 = 12), while the highest IWC would be 18 (all three scores of 18). Averages are carried to one decimal place in all cases, and an IWC of 15.7 (for instance) is not equivalent to 16.

#### Notes to Table II

**Name level:** Upon reaching 11th level, the Psionicist attains the title of Master, and can found a school if he desires. He will have to outfit a lab and assemble a library. Costs for this are similar to those for outfitting a resident alchemist or sage. The school will attract 2-5 students (1st level Psionicists), who conform to the category of followers generally, and can advance in levels. They will not pay for their tuition, but the Master could always take students for pay, of course. However, having more than 5 students at one time (whether they are followers or customers) will cut significantly into the Master's adventuring/research time.

The Master who assembles a lab and library gains the following benefits:

The ability to function as a sage in the specialty categories of Human (or Half-Elven) Psychology, Divination, Medicine, Metaphysics, and Planes;

The ability to concoct potions, without the aid of an alchemist, that affect psionic ability;

The ability to do research and fabricate various items, such as a *helm of telepathy*. For matters concerning research and item fabrication, see the description of the *power transfer* discipline (below) and consult the DMG to adapt procedures not covered to fit the Psionicist.

**Ability factor:** When the IWC is determined for a Psionicist character, his acquisition of psionic strength points is also determined. A character with an IWC of 14 begins with 140 psionic ability points (70 psionic attack points and 70 psionic defense points):  $14 \times 10 = 140$ . At second level, he would have 154 points ( $14 \times 11$ ); at third level, 168 ( $14 \times 12$ ); and so on. For purposes of this calculation, round decimal fraction up; a Psionicist with an IWC of 15.7 begins at first level

Table II: Experience levels, hit dice, and psionic abilities

| Experience points   | Level | No. HD | HD type | Level title         | Ability factor | Modes  |         | Disciplines |       |       |
|---------------------|-------|--------|---------|---------------------|----------------|--------|---------|-------------|-------|-------|
|                     |       |        |         |                     |                | Attack | Defense | Minor       | Major | Grand |
| 0-2,500             | 1     | 1      | d10     | Beginner            | x 10           | 1      | 0       | 1           | 0     | 0     |
| 2,501-5,000         | 2     | 2      | d8      | Psychic             | x 11           | 1      | 1       | 2           | 0     | 0     |
| 5,001-10,000        | 3     | 3      | d8      | Medium              | x 12           | 2      | 1       | 3           | 0     | 0     |
| 10,001-15,000       | 4     | 4      | d6      | Adept               | x 13           | 2      | 2       | 4           | 0     | 0     |
| 15,001-25,000       | 5     | 5      | d6      | Guide               | x 14           | 3      | 2       | 4           | 1     | 0     |
| 25,001-50,000       | 6     | 6      | d6      | Sub-Warden          | x 15           | 3      | 3       | 5           | 1     | 0     |
| 50,001-75,000       | 7     | 7      | d4      | Warden              | x 16           | 4      | 3       | 5           | 2     | 0     |
| 75,001-100,000      | 8     | 8      | d4      | Trainer             | x 17           | 4      | 4       | 6           | 2     | 0     |
| 100,001-125,000     | 9     | 9      | d4      | Director            | x 18           | 5      | 4       | 6           | 3     | 0     |
| 125,001-150,000     | 10    | 10     | d4      | Sub-Master          | x 19           | 5      | 5       | 7           | 3     | 0     |
| 150,001-300,000     | 11    | 11     | d4      | Master (name level) | x 20           | 5      | 5       | 7           | 4     | 0     |
| 300,001-450,000     | 12    | 11+1   | --      | Grand Master        | x 21           | 5      | 5       | 7           | 4     | 1†    |
| 450,001-700,000     | 13    | 11+2   | --      | Grand Master (13th) | x 21           | 5      | 5       | 8           | 4     | 1     |
| 750,001-1,000,000   | 14    | 11+3   | --      | Grand Master (14th) | x 21           | 5      | 5       | 8           | 5     | 1     |
| 1,000,001-1,300,000 | 15    | 11+4   | --      | Grand Master (15th) | x 21           | 5      | 5       | 8           | 5     | 2     |
| 1,300,001-1,600,000 | 16    | 11+5   | --      | Grand Master (16th) | x 21           | 5      | 5       | 9           | 5     | 2     |
| 1,600,001-2,000,000 | 17    | 11+6   | --      | Grand Master (17th) | x 21           | 5      | 5       | 9           | 6     | 2     |
| 2,000,001-2,500,000 | 18    | 11+7   | --      | Grand Master (18th) | x 21           | 5      | 5       | 10          | 6     | 2     |
| 2,500,001-3,000,000 | 19    | 11+8   | --      | Grand Master (19th) | x 21           | 5      | 5       | 10          | 7     | 2     |
| 3,000,001+          | 20    | 11+9   | --      | Grand Master (20th) | x 21           | 5      | 5       | 10          | 7     | 3     |

† - IWC of 16 or higher needed to acquire any of the Grand Arts.

## NPC CLASSES, PSIONICIST

with 157 psionic ability points (78% attack, 78½ defense); at second level he would have 173 points ( $15.7 \times 11 = 172.7$ , rounded to 173). If his ability scores change for any reason, then so would his psionic ability. Thus, the lowest psionic ability any Psionicist could begin with would be 120 (minimum IWC of  $12 \times 10$ ), and the most he could begin with would be 180: not a very imposing psionic endowment, but adequate. However, at 12th level (Grand Master), when his ability factor reaches its maximum ( $\times 21$ ), the range of ability is from 152 (minimum IWC of  $12 \times 21$ ) to 378, slightly higher than the upper limit of 344 for a Psionic character (as described in the *Players Handbook*).

*Acquisition of attack/defense modes and disciplines:* Consonant with the pursuits of a class devoted solely to psionics, the Psionicist can eventually acquire all the attack and defense modes of psionic combat, and up to 10 minor devotions, 7 major sciences, and 3 grand arts (described below in the section on "Expanded psionics"). This acquisition is gradual, level by level; the character always begins with the *mind blank* defense mode, as per the PH, then gains one attack mode or one defense mode, in alternating fashion, at every experience level after 1st until the maximums (5 of each) are reached. As the DM allows, these can be gained in a random order or by choice.

The same goes for acquisition of disciplines. Either a minor devotion, a major science, or one of the grand arts is acquired upon attainment of a new experience level. (But note that a minimum IWC of 16 is required to practice the grand arts.) Being a distinct class, the Psionicist ignores the exclusions of various disciplines to certain classes, and in cases where classes vary in their ability to use a particular discipline (e.g., *body weaponry*) always uses the most advantageous listing. Note, however, that the term "level of mastery" presents some problems. The general rule in the PH says, "The level of mastery of any discipline equals the level of experience of the character who possesses it unless otherwise specified." But that would mean that a person who acquired a new discipline at 5th level would automatically begin exercising it at the 5th level of mastery. It makes more sense to alter the general rule to say: *The level of mastery of any discipline equals the number of levels the character has possessed that discipline, unless otherwise specified.* Thus, a discipline acquired at 8th level is used at the 1st level of mastery until the character attains 9th level, whereupon that discipline is now used at the 2nd level of mastery.

In terms of level advancement and tutoring, requirements for the Psionicist should be adapted from the requirements for magic-users where practical.

## EXPANDED PSIONICS

The Psionicist could function well within the parameters of the psionic powers given in the AD&D rules. But much could yet be done to expand the psionics system, and more disciplines are needed to flesh out the Psionicist's abilities.

**Table III: Additional psionic disciplines**

| Minor Devotions                                                                                                             | Grand Arts        |
|-----------------------------------------------------------------------------------------------------------------------------|-------------------|
| 23. Lights                                                                                                                  | 1. Amplification  |
| 24. Rapport                                                                                                                 | 2. Endowment      |
|                                                                                                                             | 3. Power Transfer |
|                                                                                                                             | 4. Preservation*  |
| Major Sciences                                                                                                              | 5. Restoration    |
| 19. Wards*                                                                                                                  | 6. Severance*     |
| 20. Mental Surgery                                                                                                          |                   |
| (Additional minor and major disciplines are numbered in sequence with the table on p. 111 of the <i>Players Handbook</i> .) |                   |

### Minor Disciplines (Devotions)

#### 23. Lights

Range: 3"

Strength Point Cost: 1/turn

Duration: Time of concentration or 2 turns/level of mastery

Saving Throw: None

Area of Effect: See below

Explanation/Description: The use of this discipline enables the user to duplicate the effects of the spells *faerie fire*, *dancing lights*, and *light* (as per the druid and magic-user spells). The *light* produced is shimmering and varies in color, with each individual possessor having his particular color; anyone may choose white light if the "individual color" is not desired. The variation known as *handfire*\* resembles a ball of the *dancing lights* kind of light, although once conjured, any Psionic character may move it or control it at a cost of 1 point/round. Extinguishing light from this discipline costs 5 points if the one doing the extinguishing is not the original conjurer, and control of the light in a competitive situation goes to the character who expends the most strength points to achieve control. Another function of this discipline is the ability to light candles (from 1-12, varying with each exercise of the discipline) at a cost of 1 point for each pair of candles, rounding up (so that it costs 2 points to light 3 candles). This use of the discipline resembles *molecular agitation*, in a way.

## Action? Adventure?

**A Cavalier craves these things!**

If you of good mind and sound limb do think similar, attend well this Starday at the Castle gatehouse. Brunch, nametags, handouts and presentation incl.

#### 24. Rapport

Range: 3"

Strength point cost: 5/round (10/round if not touching)

Duration: Time of concentration

Saving throw: Neg.

Area of effect: 1 individual, or see below

Explanation/Description: The basic form of this discipline is a simple Psionic-to-Psionic telepathy that can be shared by up to 6 individuals. *Rapport* cannot be established with non-psionic creatures, unless they are under the influence of a psionic-related spell or device (DM's judgment). Memories may also be shared with this discipline. When using this discipline for anything beyond the basic (1st level of mastery) form, only 1 individual may be scanned or probed at one time. The powers gained from this discipline are cumulative as additional levels of mastery are achieved.

First level of mastery: Basic *rapport* as described above.

Second: *Rapid sharing* (A more sophisticated *rapport* where the information shared is communicated in only one-fourth the time it would otherwise take, or is up to 4 times more complex.)

Third: *Detect lie* (1 individual, saving throw applies.)

Fourth: *Mind scan* (1 individual, saving throw applies; this usage supplies a rapid check on superficial motives, intentions, etc.)

Fifth: *Very rapid sharing* (As above for 2nd level of mastery, but extended to one-tenth the time or 10 times the complexity.)

Sixth: *Undetectable lie* (Check for each hearer at -2 on saving throw.)

Seventh: *Detect lie* (1-4 individuals, with saving throw at -3 for 1 individual, -2 for 2 individuals, -1 for 3 individuals, or as usual for 4 individuals.)

Eighth: *Mind probe* (An intensive probe of 1 individual's mind, willing or not; saving throw applies.)

### Major Disciplines (Sciences)

#### 19. Wards\*

Range: 0

Strength point cost: 50 (plus special; see below)

Duration: Until dispelled

Saving throw: None

Area of effect: Up to 10' radius hemisphere from single user (up to 4 users may cooperate; see below)

Explanation/Description: Of the various kinds of psionic warding and shielding, this is the most powerful. It affects an area around the user or a room, and once invoked the user need no longer concentrate upon it. Normally, that area is defined by the Psionic's presence (a 20' diameter hemisphere centered on the user) or the shape of the room, but if the user is employing a *wards major matrix*

(see the magic item section later in this article), the placement of those objects defines the extent of the *ward's* protection.

Up to 4 Psionic characters or creatures may participate in setting *wards*. They can all contribute to the 50 psionic strength points necessary to invoke one, in which case the *ward* extends for a 10' radius around the user contributing the most points. Or, if each user contributes a full 50 points and each is within 10' of at least one other user, they may overlap their *wards* and thus extend the area of protection to 2, 3, or 4 times the radius of a single usage, centered on whichever user is desired.

Once the *ward* has been invoked, the area of protection thus formed may be opened only from the inside (costing 20 points to open, 20 points to close again) unless enough power is concentrated upon it (from outside or inside) to break it. The user(s) who put up the *ward* can cancel the effect whenever desired, at no point cost. A *ward* invoked without prior preparation can be broken by the application of three times the psionic strength points used to invoke it (150 points for a single-user *ward*, 300 points for one formed by two users who spent 50 points each, and so forth). If the area to be warded (such as a room) has been previously prepared by the user, then breaking it requires five times the strength points used to create it. Preparation of the area costs 20 strength points, which must be expended by each user, and this preparation lasts for 24 hours before it must be renewed. A *ward* formed with the aid of a *wards major matrix* cannot be broken by anything short of a *wish* spell.

The *wards* discipline is equivalent in effect to a *protection from evil* spell, a magic circle, or similar such things for keeping out undesirables. No living thing can pass the circle except at the desire of the invoker (and after he spends 20 strength points to open the circle). In addition, sound does not penetrate the circle, nor can anyone eavesdrop on those within it, or spy on them with *clair-audience*, clairvoyance, the scrying of a *crystal ball*, or by other magical or psionic means. (Those inside can see out, but the converse is not true.) The outer surface of the *ward* hemisphere appears as a pale, shimmering light, rising to form a dome up to 10' high per each user setting the *wards*. The color of the light can be keyed to one of the invokers (see the *lights* discipline, above), or can be an almost-invisible white,

temple of the summer lotus  
"for your reflection"  
~ summer hours variable ~  
(deliveries and petitioners  
'round back.)

## 20. Mental Surgery

Range: Touch

Strength point cost: Special

Duration: special

Saving throw: Neg. (only necessary if used on another person)

Area of effect: 1 individual

Explanation/Description: *Mental surgery* is the ability to reach into one's mind or the mind of another and alter it or cure it of an affliction. The functions are listed according to level of mastery.

First: *Dispel exhaustion* — As the 4th-level illusionist spell, except that the *haste* function does not apply. Cost 10 points per individual affected.

Second: *Inhibition* — Plants a behavior pattern in an individual which that individual must make a save against to overcome. Cost 20 points per week of effect.

Third: *Read memories* — Saving throw applies. This is a much deeper kind of work than that mentioned under *rapport*, above. Any of the subject's general recollections are open to the reader, at a cost of 10 points per age of a particular recollection measured in months. (Scanning a memory from six months in the past would cost 60 points.) Major events from the distant past can be scanned, but only yield sketchy information, at a cost of 20 points per age of the memory measured in years. Detailed examination or reading of a hidden or shielded memory costs 50 points above and beyond the "scanning" cost, and can only be done once per day. *Reading memories* occurs almost instantaneously, and the subject of the *reading* is not aware of what is taking place.

Fourth: *Adjust memories* — Can cause subject to forget or remember some fact, or can construct a fake memory, at the same costs as for *reading memories*.

Fifth: *Feeblemind* — As the spell, permanent until removed. Cost 30 points.

Sixth: *Cure insanity or feeblemind* — Saving throw applies, otherwise permanent. Cost 40 points.

Seventh: *Cure psychic wound* — Effective against an injury of the variety caused by psionic combat. Cost 50 points.

Eighth: *Trigger* — Puts a "trigger" in the subject's mind, so that if it is tampered with in a certain way, *feeblemind* or death (as desired by the user of the discipline) will occur. Cost 70 points.

## Grand Disciplines (Arts)

### 1. Amplification

Range: 3"

Strength point cost: 10/person

Duration: Special

Saving throw: Neg. (applies only to unwilling subjects)

Area of effect: Up to six individuals

Explanation/Description: This is the ability to augment psionic ability by tapping the resources of non-psionic minds. The subject(s), willing or not, are placed

in a deep, trance-like sleep which lasts for 4-9 (d6+3) hours. If awakened before that time, the subject(s) will be in a state of stupor, unable to function effectively.

While under the effects of the trance, the mental energies of the subject(s) are available to be employed by the user of the *amplification* art. Each point of intelligence, wisdom, and charisma the subject possesses equates to 2 points of psionic ability. The controller can use these psionic strength points in any fashion and at any rate he desires as long as he is within range of the subject(s).

The user of this discipline can choose the amount of a subject's psionic potential to "borrow," expressing this choice as a percentage of the subject's total potential (which may or may not be known by the user). However, only up to 50% of a subject's psionic energy potential can be siphoned off during a single application of the discipline without danger to the subject. Using more than 50% of someone's psionic potential brings one of the following consequences down upon the subject (saving throw applies):

51-60% = temporary amnesia (2-12 wks.)

61-70% = permanent amnesia.

71-80% = subject feeble-minded,

81-90% = subject in coma for 1-12 days, must make a system shock roll every day or die.

91-100% = death unless save is made, in which case subject's intelligence, wisdom, and charisma scores fall to 3.

### 2. Endowment

Range: 0

Strength Point Cost: 100

Duration: Permanent

Saving throw: Success (see below)

Area of effect: 1 individual

Explanation/Description: This art enables the user to endow eligible non-psionics with psionic power. An eligible non-psionic must meet two criteria: He must have at least two scores of 10 and one score of 16 in intelligence, wisdom, and charisma; and he must make a saving throw (which, like all saving throws involving psionics, includes the magical attack adjustment for wisdom). If he makes the saving throw, he becomes a Psionic (as per the Players Handbook). If he fails the save, this indicates that he does not possess usable Talent and cannot ever receive psionic powers.

Previous to the use of *endowment*, the Psionicist must *mind probe* the individual (*rapport*, 8th level of mastery function) to determine the proper "power ritual" for the individual. The power ritual will usually involve the acquisition of one or two hard-to-get items peculiar to the individual being endowed, and once all preparations are complete, the ritual itself will take 1 hour to perform. The newly endowed Psionic immediately

## NPC CLASSES, PSIONICIST

reckons up his abilities and commences his career as a Psionic, as per the PH.

Note that it is possible, through employment of this art, for a character to obtain psionic ability after he has already advanced in experience levels, so that a 5th-level character (for instance) who was just *endowed* would only have a single minor discipline available, at the 1st level of mastery, as though the character was only 1st level in experience. Except for acquisition and mastery of disciplines, psionic ability gained in this way comes fully developed and ready to be used.

### 3. Power Transfer

Range: Touch

Strength point cost: Special

Duration: Permanent unless object is destroyed

Saving throw: Neg. (see below)

Area of effect: 1 object

Explanation/Description: This art is used in the making of *objects of power*. In principle, this is similar to making magical items: the object to be empowered must be of the finest quality, etc. Once made, the object has qualities similar to those of an *unusual* sword: sentient, with ego and intelligence.

Empowering an *object* costs 100 strength points for every minor devotion transferred to it; 200 strength points for every major science transferred to it; and 300 strength points for every grand art transferred to it. The physical *object* itself must be of special manufacture, and will cost 20,000-50,000 gp (at least) and take from 40-400 days for the Psionicist to complete. Beginning on the day after completion of the manufacture of the *object* and continuing day by day thereafter, the Psionicist attempts to "send" a particular discipline into it; the object is able to "receive" as long as it makes a saving throw equal to the Psionicist's own save vs. spells.

Prior to each daily *power transfer* attempt, the object must be prepared for the undertaking, at a cost of 50 psionic strength points. An attempt to transfer one power may be made each day following completion of the item. During this time, the Psionicist may do nothing else beyond eating and sleeping; the fabrication of the object consumes his whole working attention. If a day goes by in which no transfer attempt is made, or if the transfer work is interrupted (by the Psionicist, voluntarily, or by a failed saving throw), then the *object* is finished as it then is; no more powers may be transferred into it.

When all of its possible abilities are stored in an *object of power*, it may be "sealed" by an application of *permanency* (see the *preservation* art, below, under 5th level of mastery). If this is not done, either by the creator of the *object* or a different Psionicist, the item will lose 10% of its original psionic ability at the

end of each full month of its existence until it becomes powerless after 10 months.

Upon completion, the *object* has a psionic ability equal to half of the maker's ability score, an intelligence score equal to its maker's, and an ego score of 1 pt. per minor devotion, 2 pts. per major science, and 3 pts. per grand art (cumulative) transferred into it. It might also have one (25% chance) or two (10%) attack modes; it will always have one defense mode (but not necessarily mode F). It will be very hard to destroy (-5 on all attacks made or actions taken against it, +5 on all its saving throws).

Should the maker desire it, he can render the *object* physically indestructible except through some cataclysmic force. This is done by channeling 400 psionic strength points into it on the day prior to the application of *permanency*.

The *object* will have the exact alignment its maker possesses at the time of completion. Further, the maker will be able to sense the presence of the *object* if it is within 12", and can command it within a 3" range, even if it is in another's possession. If the maker's will is resisted by the present possessor of the *object*, then the issue is resolved by a struggle for control between the *object* and its possessor. (For this purpose, the *ego* of the *object* is doubled when the item is within 3" of its maker.) The *object of power* will attempt to overcome its possessor and make him turn the *object* over to its maker.

If the *object of power* is destroyed, then its maker (if still living) suffers. The destruction of a normal *object of power* will cause its maker to immediately lose all of his psionic strength, stripping him of power until he builds it up again, and he must also make an immediate system shock roll. The destruction of a super-hardened *object of power* (one which was protected by the expense of 400 strength points, as above) will cause the permanent loss of all psionic ability for the maker, who will be killed and *feeble-minded* into the bargain.

An *object* that is engaged in psionic combat can be effectively destroyed if its strength is reduced to zero, but only if its powers have not been "fixed" by the application of *permanency*. In such a case, it will regain its power as a psionically endowed individual would. If *permanency* has not been placed upon it, and its psionic strength is reduced to zero, then the *object* is drained of power and no longer functions (like a magic item drained of charges).

The possessor of an *object of power*, if psionic himself, may add its strength points to his own for the purposes of stepping up his own power (as in multiple psionic operations); or he may employ the *object's* power without using his own supply. Reference should be

made to the "Swords vs. Characters" section of the DMG in moderating the use of an *object of power*. If a non-Psionic is employing an *object of power*, his use of it largely depends on his ability to withstand its combined ego and intelligence.

### 4. Preservation\*

Range: Touch

Strength point cost: 50

Duration: Permanent, except for 1st level of mastery

Saving throw: None

Area of effect: 1 individual or object

Explanation/Description: The grand art of *preservation* is primarily directed at forestalling decay or preventing demise. It may be placed on oneself or on another. Particular powers available to the user depend on the level of mastery.

First: *Preserve* a corpse or other dead thing from decay (duration 24 hours).

Second: *Trap soul* in irretrievably dead body.

Third: *Release soul* trapped in irretrievably dead body or other object.

Fourth: *Siphon memories* — Can only be done in the first 1-10 minutes after a subject dies, and only with 50% effectiveness at most. Also, for every minute that elapses after death before the *siphoning* begins, 5% less of the subject's memories can be siphoned, so that after 5 minutes, only 25% of all the subject's memories can be acquired in this way. Siphoned memories become part of the taker (he *becomes* that person, to a degree). Thereafter, for a time, he may outwardly present that person's personality and memories, alignment aura, etc., instead of his own aura. However, he must assimilate the siphoned memories within one week. For every 24 hours beyond this he delays, he must make a system shock survival roll, and he must make a saving throw vs. spells when he does attempt to assimilate the memories. Failing a system shock roll means he dies; failing the saving throw means he goes insane. Once the attempt is made successfully, it takes 10-40 turns to assimilate the siphoned memories, after which time the "alternate aura" can no longer be used.

Fifth: *Permanency* — As per the magic-user spell; see the text for *power transfer*, above, for an example of an application of this discipline that is unique to Psionicists.

Sixth: *Dispel permanency* — Neutralizes the effects of magical or psionic *permanency*.

Seventh: *Dying stasis* — Stops the process of dying; the soul/spirit is linked to the body (dead, but not irretrievably so) and cannot venture more than 3" from the corpse. This must be applied to the body within one round (1 minute) after death, or the soul will have vacated the body and not be retrievable by this means.

A soul or spirit affected by *dying stasis* may not communicate with living beings, except through *speak with dead* or similar means. It is on the Prime Material Plane, and can see other souls, spirits, and necromantic phenomena on the same plane. It is invisible to, and unnoticeable by, living and corporeal creatures.

Eighth: *Remove stasis* — Cancels the *dying stasis* effect. The “dead” body must then be immediately healed/cured, or it will truly die.

#### 5. Restoration

Range: Touch

Strength point cost: 60

Duration: Permanent

Saving throw: Neg.

Area of effect: 1 person, creature, or object

Explanation/Description: *Restoration* can be used in three ways. The first way is as the spell of the same name, including the deadline for efficacy — 1 day/level of experience (mastery) of the Psionicist doing the *restoration*. However, the Psionicist may expend 20 points per day after the deadline to extend it further. In addition, objects that have been broken, defaced, drained of magic, or polluted may be restored (physical limitations: object may not be greater than man-sized and approximately 200 lbs. weight). The saving throw does not apply to this function. It *does* apply to the second function, which is the reverse of the first: *energy drain* of a creature or object, as the spell.

The third function has to do with the home plane(s) of undead creatures. The user of this discipline may force undead (ghosts, wraiths, etc.) wholly *into* or *out* of the Prime Material plane, with some interesting results: a ghost's AC is at stake, a wight's ability to drain levels, etc., since these are tied to their dual existence on other planes. The user himself may also freely enter their half-worlds and planes with no risk to himself directly from the environment of the plane. For instance, the Negative Material Plane would utterly drain the life energy of any Prime Material Plane native who went there — but not if the journey is by the use of this discipline: the Psionicist will be as much “at home” as the undead that reside there, and can meet them on common ground. This plane-shifting is *not* permanent, and will last 12 hours, if not cancelled sooner by shifting back (costing another 60 points). Thus, undead will revert to their normal dual-planar existence, and the Psionicist will be drawn back to where he came from after 12 hours.

#### Public Notice: Building Permit

Thieves Guild seeks expansion “Dragon’s Breath Tavern” w/add’l 200sq’ stage, bar & 50 seat cap. Add’l services inc: General naughtiness. 30-day public comment began today, passed & adjourned this morn w/ only one, sudden & mysterious fatality.

#### 6. Severance\*

Range: Touch

Strength point cost: Special

Duration: Permanent until removed

Saving throw: Neg.

Area of effect: 1 individual

Explanation/Description: This discipline is rather like a continuation of *mental surgery*. It is the ability to reach into another's mind and block the exercise of certain mental powers. Use of this discipline triggers a nexus in the mind of the victim or patient who fails his saving throw, rendering the subject unable to cast spells and/or use psionic powers. Innate abilities such as laying on of hands are also affected. A magic-user, cleric, paladin, Psionicist, or other such character who is/was capable of spell use or the exercise of some sort of magical or mental power may have his abilities *severed* to the extent that he becomes simply a “normal” person, retaining only any non-magical and non-mental skills related to class and level (“to hit” bonuses, weapon proficiencies, etc.). A character cannot advance in levels while affected by *severance*. Strength point costs for specific applications of the discipline are as follows.

Cleric/druid spell use: 30 points × the level of spell use severed (for example, the blocking of the ability to use 3rd-level spells would cost 3 × 20, or 60 points).

Magic-user/illusionist spell use: As above, but costing 20 points × the level of spell use blocked.

Innate magical and/or clerical abilities: 30 points per ability blocked.

Psionic ability: 80 points to block the use of any psionic strength points; also forces the subject to act as a “defenseless psionic” in any psionic combat situation.

#### Table IV: Representative magic items affecting psionics or used with psionics

1. Ring of wishes or luck blade
2. Book of exalted deeds
3. Book of vile darkness
4. Deck of many things
5. Helm of telepathy
6. Ioun stones
7. Pearl of wisdom
8. Sphere of annihilation
9. Talisman of Zagy
10. Tome of clear thought
11. Tome of leadership & influence
12. Tome of understanding
13. Vacuous grimoire
14. Various artifacts & relics
15. Shiral crystal\*
16. Jerraman crystal\*
17. Merasha\* (potion)
18. Transfer portal\*
19. Mind link medallion\*
20. Wards major matrix\*

The above items either affect psionic power or levels of experience or the ability scores of characters. Also included are

new items, marked with asterisks, particulars for which are given below.

*Shiral crystal*: These beautiful amber-colored crystals have no innate magical powers, but due to their crystalline structure act as focussing agents for mental energies concentrated upon them. Deep meditation with a *shiral crystal* doubles the rate of recovery of psionic strength points and halves the meditation time for recovery of magic-user or cleric spells. Crystal balls made of *shiral* operate at +25% efficiency.

*Jerraman crystal*: These brightly colored stones have the ability to absorb psionic or spell potential and then deliver it back upon anyone triggering them. They may also be timed to deliver their psionic or spell power within 48 hours. The user first infuses the crystal with the desired spell or psionic power. Then he either times it or sets a trigger (such as going off when the first person enters the room), and leaves it. The *jerraman crystal* does the rest. However, the *jerraman* cannot discriminate between events or sense someone's or something's identity (it's only a rock, at that), so there is the possibility that a trap set for a thief might be triggered by a bunch of giant rats. The DM is the final judge of what is reasonable in terms of triggering events set by the user of the *jerraman crystal*.

*Merasha*: A potion much dreaded by all who use psionic powers, *merasha* has the effect of deadening mental abilities. It comes in two forms. A lesser preparation mixed with a drink of wine or some alcoholic beverage leaves a psionically endowed person psionically defenseless for 2-12 hours (though he will not know it unless he attempts to use his powers and finds they're gone). The full-strength *merasha*, whether ingested or injected (in any measurable quantity of one-quarter ounce or more) has the effect of rendering a psionically endowed person helpless: his mind is *confused* (as per the *confusion* spell), his psionic powers are blocked, his strength and dexterity reduced to 3, along with a generally stupefied state of mind. This lasts for 4-16 hours. Saving throws apply in both cases, success indicating either no effect (lesser potion) or half effect (greater potion). The effect of either variety has a duration of 2-8 hours per application. *Merasha* is used in healing as a major means of treating psionic persons whose minds must be sedated, but it is also a potent narcotic capable of being used for mischievous purposes. It has no effect on non-psionic persons/creatures, unless they are of the type that can use psionically related spells or devices, in which case the effects of the potion will come into play if they use those spell powers or devices any time after the application of *merasha*, during its period of potency (2-12 or 4-16 hours, depending on strength, saving throw applies). *Merasha* is treated as a poison

instead of a magic potion when a distinction needs to be made.

**Transfer portal:** This is a common means of getting places for psionically endowed individuals. A *transfer portal* is constructed by means of the *power transfer* and *teleportation* disciplines, the power being placed on an ordinary paving stone or even a patch of ground. Such a portal is invisible and can be covered by a thin layer of wood or fabric (but not metal) and still function. It will teleport (without error) up to 3 individuals from this one to another *portal*. The individual using the *portal* need only stand over the prescribed spot and expend 10 psionic strength points, and he and everything he is carrying will be whisked instantaneously to another *portal*. However, he must have seen at least a mental image of the destination *portal* in order to go there. Placing a *ward* over a *portal* effectively negates that *portal*; an individual cannot teleport to that *portal*, and cannot teleport away from it until and unless the *ward* is broken. *Transfer portals* rank as standard psionic items, and their destruction will entail no ill effects for their original maker, unless some unusual feature has been built into them. They do not require *permanency* to be placed upon them, and they will last until psionically or magically destroyed, since they do not have any psionic strength of their own: they are merely focal points for psionic energy. It costs 250 strength points to destroy a *portal*.

**Mind link medallion:** A simple device created by a psionically endowed person, a *mind link medallion* can be any hard metal object. The maker attunes the *medallion* to himself by use of the *rapport* discipline (10 points cost) and at the same time attunes it to another person. Thereafter, either may contact and mind-converse with the other while meditating. The call of the device is weak, however, unless another Psionic or Psionist is channeling energy through the device to notify the other person of the need to converse. A non-psionic using the device cannot make it "call" to another person. Therefore, it is wise for the users to have pre-arranged times for contact. A third party who comes into contact with the device can use it to locate and identify the maker if he or she is probing it psionically while the maker is receptive to its call. The maker can disempower the device (for 5 strength points) any time it is in his possession. It will last for 8-32 days otherwise.

**Wards major matrix:** These are a collection of small cubes like dice without spots, 4 white and 4 black. When arranged in the proper pattern and used with the discipline of *wards*, they form an unbreakable *ward*, a shimmering dome of protection. The white and black cubes are merged to form 4 grey oblong blocks which are placed around the area to be protected before the *ward* is finished.

Thereafter, they define the circumference of the protected area, which can be a circle with a radius of up to 10'. As mentioned under the description of the *wards* discipline above, this area can be extended with the help of other psionics-users. The *wards major matrix* can be used up to 10 times a month?

| Value of new psionic items |           |       |      |
|----------------------------|-----------|-------|------|
| Item                       | GP (sale) | Ex.   | pts. |
| Shiral crystal, small      | 500 gp    | 1,000 | xp   |
| Shiral crystal, large      | 2,000 gp  | 8,000 | xp   |
| Jerraman crystal           | 100 gp    | 500   | xp   |
| Merasha (lesser)           | 1,000 gp  | 500   | xp   |
| Merasha (greater)          | 5,000 gp  | 800   | xp   |
| Transfer portal            | ----      | ----  | ---- |
| Mind link medallion        | ----      | ----  | ---- |
| Wards major matrix         | 10,000 gp | 2,500 | xp   |

... And the Deryni makes three

Mention has been made above to having the two types of psionic-using characters in play in the same campaign. The Talent develops differently in different people. For some (the Psionicists), it comes slowly to flower, with much training needed to realize its full potential. For others (the Psionics), it blossoms all at once. And there is yet a third type of psionically endowed individual: the Deryni. This race and some major personages within it, taken from the books of Katherine Kurtz, are detailed in a pair of articles accompanying this one. ☞

Dungeon Masters Guide, pages 31-33

# The Sage



**Sage:** Sages are a very special case indeed, for they are the encyclopedias, computers, expert opinions, and sort of demi-oracles of the milieu all rolled into one. Even in a quasi-medieval fantasy world, the sum of human knowledge will be so great and so diverse as to make it totally impossible for any one sage to know more than a smattering about many things, a fair understanding of their overall field, and a thorough knowledge of their particular specialty or specialties. The general fields of study for sages are shown hereafter, with special areas of expertise listed under each general category.

Looking at it now, the Sage would seem to have been the very first "NPC Class" for its detail. All that is missing is an XP Table. I cannot take that burden on myself, so do leave you a blank template for your campaign!

Experience Level Table

| Experience points | level | -sided<br>dice for<br>accumulated<br>hit points | Level<br>title |
|-------------------|-------|-------------------------------------------------|----------------|
|                   | 1     |                                                 |                |
|                   | 2     |                                                 |                |
|                   | 3     |                                                 |                |
|                   | 4     |                                                 |                |
|                   | 5     |                                                 |                |
|                   | 6     |                                                 |                |
|                   | 7     |                                                 |                |
|                   | 8     |                                                 |                |
|                   | 9     |                                                 |                |
|                   | 10    |                                                 |                |
|                   | 11    |                                                 |                |
|                   | 12    |                                                 |                |
|                   | 13    |                                                 |                |
|                   | 14    |                                                 |                |
|                   | 15    |                                                 |                |
|                   | 16    |                                                 |                |
|                   | 17    |                                                 |                |
|                   | 18    |                                                 |                |
|                   | 19    |                                                 |                |

**Sage Ability:**

While any sage is capable of carrying on a discussion in any field of knowledge, what he or she actually has expertise in is an entirely different matter. Thus, any given sage will know the general field of his or her chosen study well, with expertise in two or more special areas, and in addition he or she will be able to give reasonable advice in one or two other fields, but have absolutely no expertise in any of the special categories of the other fields. Note that expertise in a limited number of special categories does not imply that the sage is limited in talent, only that he or she has devoted major effort into limited areas, and his or her knowledge of these special categories will be exceptionally good. When taking the persona of a sage, it is therefore very important for the DM to assume not only the role but also the overview and personal dedication of the character. The number of fields of study (major and minor) and the specialization categories are determined by use of the two tables given hereafter. Find the number of fields of study first:

| Dice Score | Minor Fields | Special Categories In Major Field |
|------------|--------------|-----------------------------------|
| 01 - 10    | 1            | 2                                 |
| 11 - 30    | 1            | 3                                 |
| 31 - 50    | 1            | 4                                 |
| 51 - 70    | 2            | 2                                 |
| 71 - 90    | 2            | 3                                 |
| 91 - 00    | 2            | 4                                 |

To use the above information on the following table, first roll for (or choose) one field of study to be the sage's major field, then choose the proper number of special categories within that field. Finally, roll (or choose) the indicated number of minor fields.

**Sage Fields Of Study And Special Knowledge Categories:****Humankind 01-30**

Art & Music  
Biology  
Demography  
History  
Languages  
Legends & Folklore  
Law & Customs  
Philosophy & Ethics  
Politics & Genealogy  
Psychology  
Sociology  
Theology & Myth

**Humanoids & Giantkind 51-60**

Biology  
Demography  
History  
Languages  
Legends & Folklore  
Law & Customs  
Sociology  
Theology & Myth

**Fauna 71-80**

Amphibians  
Arachnids  
Avians  
Cephalopods & Echinoderms  
Crustaceans & Mollusks  
Ichthyoids  
Insects  
Mammals  
Marsupials  
Reptiles

**Supernatural & Unusual 91-00**

Astrology & Numerology  
Cryptography  
Divination  
Dweomercraeft  
Heraldry, Signs & Sigils  
Medicine  
Metaphysics  
Planes (Astral, Elemental & Ethereal)  
Planes (Outer)

**Demi-Humankind 31-50**

Art & Music  
Biology  
Demography  
History  
Languages  
Legends & Folklore  
Law & Customs  
Philosophy & Ethics  
Politics & Genealogy  
Psychology  
Sociology  
Theology & Myth

**Physical Universe(s) 61-70**

Architecture & Engineering  
Astronomy  
Chemistry  
Geography  
Geology & Mineralogy  
Mathematics  
Meteorology & Climatology  
Oceanography  
Physics  
Topography & Cartography

**Flora 81-90**

Bushes & Shrubs  
Flowers  
Fungi  
Grasses & Grains  
Herbs  
Mosses & Ferns  
Trees  
Weeds

**Chance Of Knowing Answer To A Question:**

| Question Is         | General  | Specific | Exacting |
|---------------------|----------|----------|----------|
| Out Of Fields       | 31%-50%  | 11%-20%  | —        |
| In Minor Field      | 46%-65%  | 31%-40%  | 11%-20%  |
| In Major Field      | 61%-80%  | 57%-60%  | 26%-35%  |
| In Special Category | 81%-100% | 76%-96%  | 61%-80%  |

To use the above table each time a particular question is asked, first roll (d10 or d20, as applicable) to determine the sage's base percentage chance (within the range shown) to know the answer. When that is determined, roll to see if the sage does know the answer. Rolling the indicated base percentage or below indicates that the sage has the knowledge for that particular question.

You must determine if any given question is of general, specific, or exacting nature according to the subject. For example, "Do giants live on that island?" is a general sort of a question; "Do fire giants inhabit the volcanic region of that island?" is a specific question; and "Do the fire giants inhabiting the volcanic region of that island possess the Artifact of Alamanzaliz?" is exacting. Any question asked must be within the scope of knowledge of the player character, or his or her associates at the time, and such inquiries must always be consistent with the learning of the milieu which you have designed. Thus, if you have no gunpowder in the milieu, no questions regarding the substance, no matter how phrased, would be possible, as none of the inquiring parties could possibly have any inkling that such a thing exists anywhere in the multiverse. Be certain to adhere to this rule strictly!

Knowledge of any sage character is not entirely contained within his or her brain. As with any scholar, sages will tend to collect materials which pertain to the fields of study he or she pursues. Thus, the sage must have both living quarters as well as study and library and workroom — a minimum of four rooms of at least 200 square feet each, and if the sage is kept busy answering many questions, then he or she will need more space for the additional materials (books, equipment, life forms, etc.) needed to fulfill the demands of the position. (As DM, make a point of asking for far more than is actually needed, as any dedicated scholar-scientist will desire acquisition of absolutely everything needed or imagined to possess a virtual university and museum. A sage who specializes in flora, for example, might request a root cellar, greenhouse, fungi beds, several acres for growing various plants — all in addition to a bed chamber, study, library, and workroom.)

**Sage Characteristics:** As with any hireling of importance, abilities, alignment, and even special skills will have to be determined. STRENGTH: d8 + 7; INTELLIGENCE: d4 + 14; WISDOM: d6 + 12; DEXTERITY: standard 3d6; CONSTITUTION: 2d6 + 3; CHARISMA: 2d6 + 2; ALIGNMENT: (see below)

|       |                 |       |                |
|-------|-----------------|-------|----------------|
| 01-05 | CHAOTIC EVIL    | 41-60 | LAWFUL NEUTRAL |
| 06-10 | CHAOTIC GOOD    | 61-80 | NEUTRAL        |
| 11-20 | CHAOTIC NEUTRAL | 81-90 | NEUTRAL EVIL   |
| 21-30 | LAWFUL EVIL     | 91-00 | NEUTRAL GOOD   |
| 31-40 | LAWFUL GOOD     |       |                |

HIT POINTS: 8d4 + constitution bonuses as applicable.

**SPECIAL SKILLS:** All sages will have some abilities with respect to spells, for their studies will have empowered them thus. Determine whether spell abilities will be *magic-user*, *illusionist*, *cleric*, or *druid* by studies. *Flora* and *fauna* indicate druidical talents, *supernatural* or *unusual* indicates either *magic-user* or *illusionist* ability (if *magic-user* talent is not obviously indicated, assume *illusionist* ability), studies of the *physical universe* indicate clerical talents (as do such studies as most categories of human, demi-human, and humanoid nature), and art & music and legends & folklore being either clerical or *magic-user*. When some natural bent is discovered, find the maximum level of the spells known to the sage by rolling a d4 + 2 to find a level between 3 and 6, inclusive. This only indicates the *ability* to use spells of up to the level shown — it does not mean that the sage is able to use any spell in particular. Each sage will possess 1-4 spells of each level, but at any given time he or she will have no more than 1 of each level available for actual use, the rest being contained in various source books. Find specific spells by random generation. Spells such as *bless*, *chant*, *prayer*, *commune*, *raise dead*, *commune with nature*, and *contact other plane* — or their reverse, if applicable, are not within the capabilities of a sage. Naturally, the sage

## NPC CLASSES, SAGE

will tend to keep his or her spell knowledge as highly secret, and he or she will likewise have those spells which seem applicable for activities likely to be pursued during the course of the period the sage envisions.

Abilities will change due to aging or special circumstances only. Sages will not increase in hit points, and their special abilities will not increase, either — although if they acquire magic items which are usable by characters of the same profession as that of their special spell ability, they will likely be able to use such items. Spell use is at a level equal to the minimum level at which such a spell could be employed if the sage were of that class, i.e. a sage with third level spell use in magic casts spells at 5th level of ability (the minimum level for a magic-user to cast a third level spell). All sages are middle-aged to venerable in age.

**Hiring A Sage:** Only fighters, paladins, rangers, thieves, and assassins are able to hire a sage. (Other classes of characters can consult them, however, as explained hereafter.) Any character hiring a sage on a permanent basis must have a stronghold with ample space for the sage, as noted above. A sage will accept service only on a permanent, lifetime basis.

**Location Of A Sage:** Sages will be found only in large towns and cities. They are typically in or near colleges, schools, universities, libraries, museums, forums, and public speaking places. Sages belong to a Brotherhood, but as a general rule, this association is informal and not likely to have a headquarters at which a sage could be located. (However, the employment of a sage will become common knowledge to all sages within the area.)

**Short-Term Employment Of A Sage:** Upon locating a sage, any class of character can ask him or her to answer one or more questions. Such short-term employment cannot last beyond one week's time, and the sage will thereafter not be available for at least one game month — as there are more important and constructive things to be done than answering foolish questions, anyway! Remembering the restriction regarding time, use the information found under the *Information Discovery* section hereafter. Costs for short-term employment are 100 gold pieces per day plus the variable amount shown under *Information Discovery* for question difficulty (reflecting costs of obtaining research materials or the information proper through fees, bribes, donations, etc.).

**Long Term Employment Of A Sage:** If initial reaction of the sage is favorable to the player character attempting to hire him or her, the sage will then entertain any offers of employment on a permanent basis which the character chooses to proffer. As a sage will bring nothing save thinking ability and knowledge, an offer of employment must consider the following:

|                              |                     |
|------------------------------|---------------------|
| SUPPORT & SALARY PER MONTH   | 200 to 1,200 g.p.   |
| RESEARCH GRANTS PER MONTH    | 200 to 1,200 g.p.   |
| INITIAL MATERIAL EXPENDITURE | 20,000 g.p. minimum |

Determine salary and grant expectations by random dice rolling of 2d6 for each. Initial material expenditure is a far more important matter, for even if the sage is otherwise satisfied, if this is not met and exceeded then the ability to answer *specific* and *exacting* questions will be sharply curtailed due to lack of reference works, experimental equipment, and so on. A 20,000 g.p. expenditure will allow the sage to operate at 50% of normal efficiency, and for each additional 1,000 g.p. thereafter, the sage will add 1% to efficiency until 90% is reached (upon expenditure of 60,000 g.p.). After 90%, to achieve 100% efficiency the cost per 1% is 4,000 g.p. (for the obviously erudite and rare tomes, special supplies and equipment, etc. — assuming such are available, of course). All told, expenditures must be 100,000 g.p. for 100% sage efficiency in *specific* and *exacting* question areas. Note: Additional expenditure on materials will increase sage question answering ability in the *general* and *specific* areas as follows: For each 5,000 g.p. and 1 month of uninterrupted study time, the sage can increase his or her knowledge outside his or her fields of study by 1% to a maximum of 5%. At 10,000 g.p. cost and 1 month's time, sage ability in minor fields of study can be brought up by 1% subject likewise to a 5% maximum gain. Addition of another minor field, three maximum, requires 100,000 g.p. expenditure and two years of time. Addition of a major field of study requires 200,000 g.p. and two years' time. Payment must be made in advance. No questions can be asked of the sage during the stated period of time, or all is lost.

**Information Discovery:** It will take only a relatively short period of time, and no costs to speak of, to discover information of a general nature, but as questions become more difficult, the time and cost to give an answer becomes a factor. This is shown on the following table:

**Information Discovery Time And Cost Table:**

| Question Is         | Nature Of Question Is |          |          | G.P. Costs |
|---------------------|-----------------------|----------|----------|------------|
|                     | General               | Specific | Exacting |            |
| Out Of Fields       | 1-6 r.                | 2-24 d.  | —        | 100/d.     |
| In Minor Field      | 1-4 r.                | 2-20 d.  | 5-40 d.  | 1,000/d.   |
| In Major Field      | 1-3 r.                | 1-12 d.  | 3-30 d.  | 500/d.     |
| In Special Category | 1-2 r.                | 1-10 h.  | 2-12 d.  | 200/d.     |

r. = rounds

h. = hours

d. = days

**Note:** All times assume that the sage will be in a position to conduct research and obtain necessary equipment within a day or two of the discovery of the need, and the costs shown assume these activities. If a town or city is not nearby, double times and costs (or compute the sojourn expenditure necessary to arrive at a locale where the needed materials are to be had, and determine other expenses also). However, if the percentile dice score rolled for knowing the answer to the question is in the lower 20% of the spread, then there will be no costs incurred, as the material is on hand. Thus, if a sage has a 31% to 40% chance of knowing a question, and the dice indicate a 32% chance of knowing it, a following roll of 32% or less indicates knowledge, but a roll of 06% or less indicates that the sage has the information about the question available, and there will be no additional expense. Furthermore, in the *special category* of study, any spread within the lower 80% has no cost, as this area is where the sage will have accumulated most of his or her materials. As DM you must also use judgment as to related questions, so that if a closely related query is made following one for which an expenditure was necessary, you must determine whether or not the further question or questions would be answerable from the same materials source which was formerly obtained. Naturally, all costs are NOT for materials, some accruing as payments, fees, and bribes.

You may likewise extend the time necessary to answer *specific* or *exacting* questions which you believe that the sage would have great difficulty answering due to lack of information available or the particular nature of the question. For example, a query as to how the henchman of the player character could construct an artifact would never be able to be answered positively, but the sage might feel obligated to continue a fruitless search for the knowledge.

Unknown information will always require from 51% to 100% of the maximum time shown to determine that the knowledge is beyond the ability of the sage. All costs will accrue at only half of the stated amount, however. Thus, suppose a sage is asked a question out of any of his or her fields of knowledge. If the question is of general nature, the sage will hedge and talk around the point, or just possibly sit and look wise for 4-6 rounds before answering that the question is beyond his or her learning, and there is no cost involved, as a day was not spent researching. Were the question *specific*, he or she would require 13-24 days to discover that it was unanswerable and relate this to his or her employer/master. The cost would be 50 g.p. per day, or from 650 g.p. to 1,200 g.p. (in this case probably paid out to others as fees, stipends, and the like trying to find someone with the answer).

**Rest And Recuperation:** After spending more than 1 day of time answering a question, a sage will need at least 1 day to rest and relax for every 3 he or she spent in research. During this time, he or she will not be able to answer any further queries of anything other than *general* nature, and if the player-character bothers the sage often during this "time off", the sage will demand from 1-2 additional days of time for "special research", and until such time is granted, the sage will expend the maximum amounts of time and expense in answering questions.

**Non-Human Or Part Human Sages:** Most sages will be human, but if your campaign milieu seems right for sages of dwarven, elven, or any other such race, feel free to use them. However, old and venerable category non-human sages will not be likely to be interested in employment with humans, just as human sages will tend to favor employment with humans, unless their specialization dictates differently.

# THE DUNGEON DELVER, DAILY EXCURSIONS AFTER EVENSONG



SAMURAI EXPERIENCE TABLE

| Experience Points   | Experience Level | 6-sided Dice for Accumulated Hit Points | Level Title                     |
|---------------------|------------------|-----------------------------------------|---------------------------------|
| 0-3,000             | 1                | 2                                       | White belt                      |
| 3,001-6,000         | 2                | 3                                       | Yellow belt                     |
| 6,001-15,000        | 3                | 4                                       | Blue belt                       |
| 15,001-30,000       | 4                | 5                                       | Brown belt                      |
| 30,001-55,000       | 5                | 6                                       | Samurai (Black belt, 1st Dan)   |
| 55,001-110,000      | 6                | 7                                       | Master Samurai (Black, 2nd Dan) |
| 110,001-250,000     | 7                | 8                                       | Ninja (Black, 3rd Dan)          |
| 250,001-450,000     | 8                | 9                                       | Hatamoto (Black, 4th Dan)       |
| 450,001-900,000     | 9                | 10                                      | Daimyo (Black, 5th Dan)         |
| 900,001-1,400,000   | 10               | 11                                      | Tai-Pan (Black, 6th Dan)        |
| 1,400,001-2,000,000 | 11               | 12                                      | Taiko (Black, 7th Dan)          |
| 2,000,001+          | 12               | 13                                      | Shogun (Black belt, red sash)   |

SAMURAI ABILITIES TABLE

| Experience Level | Armor Class | Damage/Attack: Side Kick | Chop | Attacks per Round | Special Abilities and Techniques |
|------------------|-------------|--------------------------|------|-------------------|----------------------------------|
| 1                | 9           | 1-8                      | 1-4  | 1                 | ---                              |
| 2                | 9           | 2-8                      | 1-6  | 1                 | A                                |
| 3                | 9           | 2-8                      | 1-6  | 1                 | B                                |
| 4                | 9           | 1-10                     | 1-6  | 1                 | C                                |
| 5                | 8           | 1-12                     | 2-8  | 1                 | D                                |
| 6                | 8           | 2-12                     | 1-10 | 1                 | E                                |
| 7                | 8           | 2-12                     | 1-10 | 3/2               | F                                |
| 8                | 8           | 2-12                     | 1-10 | 3/2               | G                                |
| 9                | 7           | 3-12                     | 2-12 | 3/2               | H                                |
| 10               | 7           | 2-16                     | 3-12 | 3/2               | I                                |
| 11               | 7           | 4-16                     | 2-16 | 3/2               | J                                |
| 12               | 7           | 3-18                     | 4-16 | 3/2               | K                                |

A Samurai may be one of the following races: gnome, halfling, elf, half-elf or human. A gnome, halfling or elf without an 18 Dexterity and 17 Strength is limited to the 9th level of experience. Other Samurai may progress as far as 12th level, the highest level a Samurai can attain.

A Samurai may not use any armor at all, because the proper exercise of his art requires the ability to move quickly and effortlessly. A character's base armor class improves as he advances in levels; an otherwise unprotected Samurai has an armor class of 9 at first level, and it improves by one with every four levels of advancement beyond first level. Even magical armor is prohibited to a Samurai; aside from this, all magic items usable by Fighters can be employed by Samurai. A Samurai may use rings and cloaks of protection, *Displacer Cloaks*, *Bracers of Defense*, or any similar item which provides the effect of wearing armor without hindering movement.

Normal weapons usable by a samurai include the two-handed sword, the short sword, the bow and the staff. A Samurai of fourth level or higher will have an opportunity to obtain and possess his personal weapons, all of which are held sacred by him. The weapons of honor — Katana, Wakizashi and Nunchakos — are described further under section "C" of Special Abilities and Techniques (below).

### Special Abilities and Techniques

**A) Jump Front Kick:** This is a leaping heel kick to the opponent's chest or head. The leap can be as great as the height of the Samurai attempting the kick, in either a vertical or horizontal direction; thus, a Samurai who is 6 feet tall can employ a jump front kick against a foe who presents a target no higher than 6 feet above the surface the Samurai is standing on and no further than 6 feet away. This kick may only be employed once every two melee rounds, and may not immediately precede or follow a side kick. A jump front kick attack is attempted at -3 to the Samurai's "to hit" roll, and if a hit is scored the kick does 2-12 points of damage.

**B) Judo Throw:** This attack may be used against any character or creature attempting to overbear or grapple with the Samurai, as long as the opponent's height does not exceed three times the Samurai's height. This also applies to any creature which might jump on the Samurai from above, as long as the foe is not smaller than half of the Samurai's height. The judo throw can be performed at any time, if the proper "to hit" roll is made, when such an action is deemed appropriate or necessary. It is done by grabbing the opponent's upper torso, planting one foot in the lower torso, then falling back and kicking upward with that foot, tossing the opponent backward over the Samurai's head. The throw does an automatic 2 points of damage to any opponent except another Samurai, who would have the ability to roll through the fall and resume a standing position without being injured. Any other opponent will need one round to regain a

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standing position, and during that round the Samurai will attack at +2 "to hit" on each attack he makes.

**C) Ceremony of Fealty; The Weapons of Honor:** Upon attaining fourth level, a Samurai will receive his personal Weapons of Honor from his liege lord. This presentation is part of the Ceremony of Fealty, which occurs when a Samurai is summoned by the Shogun of his alignment to become the vassal of that leader. In return for taking the vows of fealty, the Samurai receives his personal Katana, Wakizashi and Nunchakos.

The Katana (long two-handed sword) and Wakizashi (short sword) are both made of intricately engraved handles attached to slightly curved blades and are encased in wooden scabbards. The Nunchakos are two extremely hard and durable staves of wood, each 14 inches long, attached to each other at the ends by a five-inch length of rope; this device is so difficult to manipulate that no Samurai of less than fourth level will be able to use the weapon.

All Weapons of Honor are usable by all Samurai who are able to employ such weapons; for instance, a Samurai of third level or lower who acquires a Katana or Wakizashi (from a dead warrior) will be able to use the weapons at the damage figures outlined on the table below. However, non-Samurai characters who acquire one of the Weapons of Honor will find that the Katana performs as a normal long sword and the Wakizashi causes damage as a normal short sword when used by those characters. Except in very rare instances, only a Samurai character may use the Nunchakos with any success whatsoever.

The Weapons of Honor

|           | Length | Width | Weight | Speed | Damage vs. Opp. |      |
|-----------|--------|-------|--------|-------|-----------------|------|
| Katana    | 5'     | 2"    | 80 gp  | 5     | 1-12            | 1-20 |
|           | 3'     | 1½"   | 50 gp  | 5     | 1-10            | 3-18 |
| Wakizashi | 2'     | 1"    | 30 gp  | 2     | 2-8             | 1-12 |
|           | 1'     | 1"    | 20 gp  | 2     | 1-8             | 1-10 |
| Nunchakos | 14"    | 1"    | 10 gp  | 2     | 1-8             | 1-12 |

Note: The smaller versions of the Katana and Wakizashi are designed for use by Samurai who are 4½ feet in height or shorter.



**D) Sweep (Knockdown) and Double Chop:** At fifth level, a Samurai acquires the ability to perform these two combat maneuvers. The Sweep is performed by stepping to one side of the opponent, grabbing his upper torso and knocking his feet out from under him with the Samurai's front foot. The knockdown does 1 point of damage (if "to hit" roll is made), and because the opponent must take the next melee round to stand up, the Samurai will strike at +2 "to hit" in that round, just as with a Judo Throw. The Samurai receives +1 "to hit" the first time a Sweep is attempted against a particular opponent, and -2 "to hit" for each subsequent Sweep attempt against the same opponent. In order for the Samurai to use this technique, the opponent must be bipedal and not more than twice as tall as the Samurai. If another Samurai is the intended victim of a Sweep, the opponent may attempt to counter the move and reverse it, at -3 on the "to hit" roll for such an attempt.

The Double Chop is a variation of the chop attack in which the same arm makes a continuous "figure 8" motion, striking the opponent in the same location twice in rapid succession. If a normal "to hit" roll is made as for a normal chop, then damage is rolled separately for each blow. This attack cannot be used in two successive melee rounds.

**E) Crescent Kick/Side Kick Combination:** The Crescent Kick (a circular kick that strikes with the inside part of the foot) is directed toward the opponent's weapon hand. If it hits, the weapon is knocked out of the opponent's hand, and the Samurai follows with an immediate, automatic Side Kick (no "to hit" roll is required) as part of the same attack. The Crescent Kick is performed at -2 "to hit" and does an automatic 1 point of damage if it hits. Damage for the Side Kick is determined separately, according to the Samurai's experience level. The Crescent Kick-/Side Kick Combination cannot be used in the round before or after another form of kicking attack is employed.

**F) Back Roundhouse Kick:** This is a spinning back kick that strikes with the heel of the foot anywhere on the opponent's body. It is done at -3 "to hit" and does 3-18 points of damage if a successful hit is scored. Like other kicking attacks, it may not be performed in two successive rounds and cannot be used in combination with other kicking attacks immediately preceding it or following it.

**G) Illusionist Spell Ability:** Beginning at 8th level, a Samurai gains the ability to learn Illusionist spells. This ability increases by level, so that a 12th-level Shogun has the same number of spells usable as a 5th-level Illusionist.

**H) "360" & Downward Kick:** The "360" is a knockdown technique that is accomplished by grasping the opponent's hand and spinning oneself in a tight circle, twisting the opponent's wrist and making him fall to the ground. The Downward Kick is then directed toward the downed opponent's head or torso. The "360" is attempted at -3 "to hit" and does 1-6 points of damage if successfully performed, with a 30% chance of breaking the opponent's wrist if the "to hit" roll succeeds. If the "360" succeeds in forcing the opponent to the ground, the Downward Kick is attempted at +3 "to hit" and does the damage of a Side Kick if it succeeds. As with other attack forms involving a knockdown, the Samurai can attack at +2 "to hit" in the round immediately following the knockdown, except against another Samurai.

**I) The Slaying Hand:** This power is usable once per month by a Samurai of 10th level or higher, and may not be employed against these types of characters and creatures: all undead, all creatures who can be hit only by magical weapons, all creatures or characters with more than twice the number of hit dice as the Samurai, or any other Samurai of 10th level or higher.

When successfully applied, the power induces vibrations in the opponent's body as soon as the Samurai touches his foe. The vibrations will cause death, either instantaneously or as long as a month after the touching, depending on the frequency of the vibration (which is under the control of the Samurai).

The use of the power requires the Samurai to remain absolutely still and in total concentration for three rounds, after which the touching of the intended victim (by making a "to hit" roll when the victim is within touching range) must be accomplished within two rounds. If the Samurai's concentration is broken during the three rounds of preparation (treat as if the character were casting a spell) or if the Samurai fails to touch a victim within two rounds after preparing the attack, the power is dissipated and cannot be attempted again for a month.

**J) Flying Side Kick:** This attack is essentially identical to the normal Side Kick, except that movement space is required, and the damage potential is greater because of the momentum caused by the leap. To perform a Flying Side Kick, the Samurai must be positioned at least five feet away from the target, and no further away than  $2\frac{1}{2}$  times the Samurai's height. The kick is attempted at -3 "to hit" and does 1-20 points of damage if successful. It may not be employed in two successive rounds.

**K) Psionic Ability:** A Samurai who ascends to the rank of Shogun has a base 25% chance to gain 30 points of psionic ability (roll for attack/defense modes and strength as per Players Handbook). If a character who already possesses psionics achieves 12th level, the 30 points may be added to the already existing number.



### The Samurai philosophy

Samurai have a strong sense of honor and dignity. If a Samurai is humiliated or dishonored in any way (such as being bound and gagged or having his weapons stolen), he is compelled to seek immediate and absolute revenge, according to *Bushido*, "The Way of the Warrior." In order for a Samurai's honor to be restored, he must either obliterate his foe or die in the attempt. If he fails to defeat and destroy his foe, the Samurai is further dishonored and must, according to *Bushido*, immediately commit *seppuku*, or ritual suicide.

The procedure for *seppuku* consists of grasping the Wakizashi in the left hand (if a Samurai's personal short sword is unavailable for this purpose, a normal dagger or short sword may be used — but this further increases the Samurai's dishonor), thrusting it into the lower abdomen and cutting upwards, then stabbing into the right side of the stomach and slicing to the left side, and finishing by slitting the throat.

This is the only honorable way for a Samurai to die, other than death in battle (which could also be dishonorable, depending on the circumstances). A warrior of third level or lower is able to be resurrected, no matter what the cause or circumstances of his death; however, if a Samurai of fourth level or higher has died a dishonorable death, he is considered to have broken his vow to *Bushido* and cannot automatically be resurrected. If a dead Samurai's comrades and constituents feel there is no clear-cut way to determine whether his death was honorable or not, they may appeal to the Samurai's liege lord (the Shogun of the same alignment as the Samurai) for a judgement. There is a base chance of 5% per point of Charisma of the dead Samurai that the liege lord will grant the constituents an audience. If their plea is heard, there is a base chance of 5% per each experience level

above third of the dead Samurai that the constituents' appeal will be granted by the lord, and the Samurai will be able to be resurrected. Both of these chances for success should be modified at the DM's discretion, depending on the circumstances.

*Bushido* also demands that once a Samurai's Katana or Wakizashi blade is unsheathed, it should not be returned to its scabbard unbloodied. The warrior's code also forbids the use of poison as a cowardly and dishonorable act.

Because a Samurai of third level or below has not yet taken his vows to abide by *Bushido*, he is not bound to uphold the code. He may be resurrected regardless of the circumstances of his death, but his actions in life and the way of his death will have a bearing on how well he is received by his superiors when he is called to take his vows at fourth level.

A Samurai may belong to one of five specific alignments: true neutral, lawful neutral, neutral good, chaotic neutral or neutral evil. Each of these alignments denotes a particular organization within the Samurai class. There may be only five Shoguns at one time, one for each alignment type, but there can be an unlimited number of Samurai of each alignment at any lower level.

When a Taiko (11th-level) acquires enough experience points to advance to 12th level (Shogun), the conflict must be resolved by a duel to the death between the characters, or by one or the other committing *seppuku*. In organizations of certain alignments, it is possible that the Shogun will be required to commit *seppuku* as soon as an heir acquires enough experience points to replace him. If a Taiko is compelled to have combat with a reigning Shogun, he must either comply or immediately commit *seppuku*.

A new Shogun will automatically acquire all the material possessions of the former Shogun. The vassals of the former Shogun are not obligated to the new Shogun in any way, but most will swear fealty to him rather than become *ronin* (a Samurai who has no liege lord).

With the Shogunate goes the ultimate responsibility for fulfilling the purpose of that organization: the domination of all other Samurai organizations (alignments), by force if necessary. The Shogun who is the head of the superior organization earns the right to wear the purple sash as Emperor of all Samurai for the duration of his reign and his alignment's supremacy.

### Thieving abilities and combat

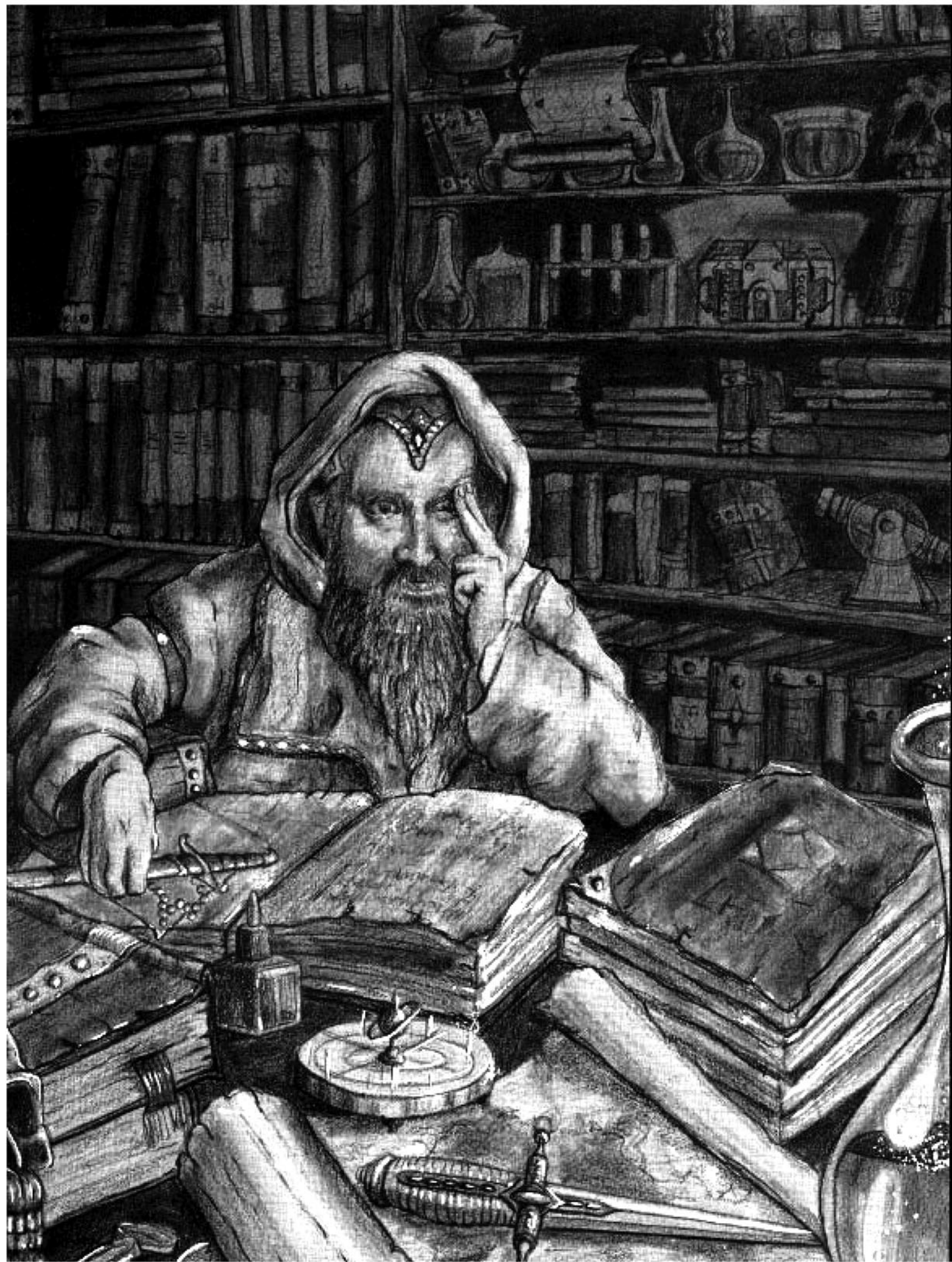
A Samurai's training enables him to block attacks by non-edged projectile weapons by making a successful save vs. petrification. Because of his tumbling and gymnastic abilities, a Samurai is able to fall a distance of five feet per each two experience levels without sustaining damage. The ability begins at second level, increases to 10 feet at 4th level, 15 feet at 6th level, 20 feet at 8th level, 25 feet at 10th level and 30 feet at 12th level.

A Samurai relies on stealth much like a Thief does, and possesses the Thief abilities to Hide in Shadows and Move Silently, with the same chance of success as a Thief of equivalent level. Beginning at fourth level, a Samurai gains the ability to Read Languages like a Thief because of his studies in ancient customs and archaic knowledge. Again, the chance for success increases by level just as it does for a Thief.

Besides being able to attack with a weapon, a Samurai can employ two basic means of weaponless attack, the side kick and the chop. Damage caused by these attack forms increases as a Samurai gains higher levels, as outlined in the Samurai Abilities and Techniques table.

Using a side kick is a strenuous activity which can only be attempted once in two successive melee rounds; thus, this attack form can only be used in combination with a weapon attack or another weaponless attack, such as a chop or one of the special techniques.

A Samurai is able to dive and roll over any obstruction which is not taller than three-fourths of his height or longer than  $2\frac{1}{2}$  times his height.



# The Savant

*A Q&A character for the AD&D® game*

by Vince Garcia

## Background and purpose

The savant is either a cleric or magic-user with a special dedication to scholarly pursuits. While not specifically a separate character class, the savant may be taken as a special split-class available to magic-user or clerical classes and subclasses.

*Clerical savants:* Within the structure of a large religious order are a unique few of the priesthood whose duty is to assist the church hierarchy in matters of decision-making through the knowledge possessed in their fields of expertise. On other occasions, these savants may function as church representatives, journeying to distant affiliated churches to deliver hierarchical pronouncements, perform exorcisms, or stand at the forefront of conflicts affecting others worshipping his deity.

A PC savant is likely to be assigned to strive against some sort of threat to the well-being of fellow worshipers, or for some other DM-determined purpose (conversion potential, extra tithes, information on a lost clerical artifact, etc.). This savant is thus most often introduced into a party of adventurers through a cleric or paladin already ingratiated with the group, who serves the same deity or temple. It is possible that the entire fellowship may in fact be sponsored by the savant's parent order.

*Magic-user savants:* The magic-user savant is not as restricted as his clerical counterpart. In his case also, the key function is to specialize in certain fields of knowledge ranging from a practical experience in fashioning potions or scrolls to those of an encyclopedic nature. While he may exist as part of a wizards' guild, fulfilling much the same function as a clerical savant, the magic-user savant may also begin his career by serving an apprenticeship under a guild sage or savant, and later separate to undertake his own magical studies while retaining an active interest in broadening his knowledge of the world and its many arcane mysteries.

## Prerequisites

Savants may be human, elven, or half-elven, and may be of any alignment. They may not be multiclassed (in effect, they are). Minimum ability requirements are listed as follows: dexterity 16, intelligence 15, and wisdom 14. Savants receive a 10% bonus to experience if all three scores exceed 15.

## Armor and arms

Savants are limited to the armor and weaponry allowed to their primary class. They do not receive extra weapon/non-weapon proficiencies or penalties for the added savant class. They also attack and make saving throws as applicable to the primary class.

## Magical items allowed

Savants may use those magical items allowed to their primary class. They also may attempt the reading of all scroll types, based on their talent to read languages. In addition, they may read all books and librams, receiving experience point benefits as listed in Table 1 (in addition to those normally granted the primary class, if applicable). Note that a savant, by virtue of his class, avoids any detrimental effects from the reading of these works normally applicable to a nonsavant.

Table 2 lists experience point totals, levels, and titles for the savant class. While characters gain no extra hit points from the savant class, they do not suffer hit-point penalties. Experience points, however, must be divided equally between the classes. Savants of both sorts are limited to a maximum experience level equal to that provided for the primary class.

Savants need not be trained by a higher-level savant to advance in level. The funds and time used in level advancement, however, are assumed to be spent on the acquisition of reference tomes and on spell research.

Savant skills and spells are listed in Table 3. Additional spells not listed in any of the AD&D® game books are given in Table 4 and explained in the text. All spells are provided in addition to the spells acquired from the savant's primary class. Savant skills are also listed, along with areas of the savant's specialized knowledge and expertise.

## Explanation of skills

*Read languages:* This skill allows the savant to grasp a basic understanding of a text written in an unfamiliar language. It should be noted, however, that successfully rolling the skill does not confer a discernment of the text equal to that of linguistic fluency; rather, the savant comprehends the overall meaning of the passages — main verbs and nouns, for instance. If the savant also possesses a specialty category in linguistics, he is then

able to correctly decipher the manuscript following a period of reference work (1-4 days, as a general rule). Note that this is true only if the initial *read languages* roll was successful and if the savant has access to his (or someone else's) library.

It is also through this skill that the savant is able to decipher and read magical scrolls from classes other than his primary one (akin to the thief's skill). His base chance of success is modified downward by 5% for each level of the spell inscribed on the scroll. If the roll is failed, normal repercussions result.

*Legend lore:* In no way is this skill a substitute for detect *magic* or *identify*. This skill is limited to recognizable objects with notable histories, or to legendary people or places. It indicates that the savant is aware of the general history of the object. For example, a savant makes his roll when examining a magical sword and realizes this sword belonged to Goth the Paladin, who disappeared 10 years earlier on a quest to recover the *Mace of Cuthbert*. According to legend (which isn't always accurate), the sword was a holy blade of great power, and had special potency against dragons. In another example, the savant's party has discovered an ancient temple in a swamp. Examining some of the inscriptions and paraphernalia found, the savant concludes that this was once an important temple abandoned when a ceremonial conjuration spell went awry, releasing a great evil.

## Explanation of special abilities

The following special abilities are listed by level in Table 3. These abilities are available to both types of savant and are limited as described in each entry.

A. Beginning at 1st level, and every four levels thereafter, the savant gains fluency in a language of his choice. Any human or demihuman tongue is included in this (Egyptian, Dwarvish, etc.). If the savant seeks to learn a monster language, two language proficiency slots must be used.

B. At 1st level, the savant possesses a specialty category within his required major: theology and myth for clerical savants, or legends and folklore for magic-user savants. The initial knowledge level of these specialty categories is fixed at 20%. Beginning at 2nd level, and every other level thereafter, the savant may increase his knowledge level in this or

A Message from We  
the Dolphins of Oerth

"Farest thee well,  
and we thank'eth  
thee for all the fish."

## NPC CLASSES, SAVANT

another specialty category by 10% (to 99%, rather than 100%). At his option, the savant may otherwise acquire another such category within one of his majors.

C. At 1st level, the savant begins campaign play with a knowledge level of 30% in a single sage major (see *Dungeon Masters Guide*, pages 31-33 for more details). For either type of savant, this sage major must be humankind for humans, or demi-humankind for elves; half-elves may choose either. Starting at 3rd level, and every three levels thereafter, the savant may increase his knowledge in this or another sage major by 10% (to 99%).

D. Beginning at 6th level, and every six levels thereafter, the savant may choose a new sage major with a base knowledge level of 20%, or he may add 10% to his knowledge of another major or specialty category of his choice (to 99%).

### Savants, sages, and sage skills

As mentioned earlier, one of the primary functions of the savant is to act as a reference specialist, offering the benefit of his knowledge to his superiors as it relates in matters of decision-making. This position differs somewhat from that of a sage, who may frequently work with the savant, for while the savant is a "walking encyclopedia," the sage often forsakes learning the arcane processes of magic to perfect his knowledge in a few select areas. The savant therefore occupies a middle ground between spell-caster and sage, offering up his acumen in relation to his particular spell-casting class. Thus, regardless of level, the savant rarely occupies a position of ultimate control over any collective body apart from the savants or possibly the sages. Diagrams 1 and 2 represent two possible heirarchical positions held by the savant within a church or wizards' order.

It will be noted that sages are absent from the clerical structure. In the majority of cases, they are found only operating for and within a wizards' guild, with clerical savants alone filling the roles of both savant and scribe. An example of this type

The major fields of savant knowledge and the specialty categories within them can be quite varied. A listing and brief description of these follows. This list may be added to or have entries deleted by the DM at his discretion.

### Humankind

This subject includes general knowledge of human culture and behavior.

*Art and music:* This topic comprises a general knowledge of human artwork and music. At the player's discretion, this specialty field may be narrowed to knowledge of one particular group's art and music (such as a certain nation, tribe, etc.). The narrowed skill would also include a rudimentary ability to perform with instruments common to the specific cul-

**Table 1**

#### Experience Gained from Magical Books

| Magical book                         | Experience points gained: |                    |
|--------------------------------------|---------------------------|--------------------|
|                                      | Proper alignment          | Improper alignment |
| <i>Book of exalted deeds</i>         | 4,000-16,000              | 1,000-4,000        |
| <i>Book of vile darkness</i>         | 3,000-12,000              | 2,000-5,000        |
| <i>Libram of gainful conjuration</i> | 4,000-24,000              | 2,000-12,000       |
| <i>Libram of ineffable damnation</i> | 5,000-20,000              | 2,000-8,000        |
| <i>Libram of silver magic</i>        | 6,000-36,000              | 4,000-16,000       |

**Table 2**

#### Savant Experience

| Experience points | Experience level | Level title:  |               |
|-------------------|------------------|---------------|---------------|
|                   |                  | Cleric        | Magic-user    |
| 0-2,500           | 1                | Novice        | Student       |
| 2,501-5,000       | 2                | Delver        | Reader        |
| 5,001-10,000      | 3                | Seeker        | Searcher      |
| 10,001-25,000     | 4                | Expositor     | Tutor         |
| 25,001-50,000     | 5                | Minister      | Instructor    |
| 50,001-80,000     | 6                | Inquisitor    | Researcher    |
| 80,001-115,000    | 7                | Adviser       | Examiner      |
| 115,001-155,000   | 8                | Theologian    | Scholar       |
| 155,001-205,000   | 9                | Oracle        | Philosopher   |
| 205,001-280,000   | 10               | Savant        | Savant        |
| 280,001-380,000   | 11               | Savant        | Savant        |
| 380,001-500,000   | 12               | Savant        | Savant        |
| 500,001-650,000   | 13               | Master Savant | Master Savant |

200,000 experience points per level above 13th

ture (though certainly not even approaching the talent of a bard).

*Biology:* This includes a working knowledge of the human body. The savant possesses the equivalent healing talents of someone with a nonweapon proficiency in that skill — excluding reversing the effects of poison. A roll against the savant's knowledge level in this field, of course, is necessary to effect any healing on wounded characters.

*Demography:* This field provides a general knowledge of where assorted human races may be found.

*History:* This field provides a general knowledge of human history.

*Languages:* This skill is indicative of a talent to reference and decipher written human languages. It is not a substitute for language fluency.

*Law and customs:* This skill represents a general familiarity with human legal systems and customs. As an option, this skill could be narrowed to include detailed knowledge of this sort of information for one particular area or people.

*Linguistics:* This skill includes the talent to grasp the basics of the human spoken word. Once again, it does not substitute for true linguistic fluency, but it does allow the character to grasp a rudimentary understanding of certain key words and phrases after two to eight hours of contact with a willing subject.

*Legends and folklore:* A character with this skill has made a study of humankind's various myths and legends.

*Theology and myth:* This skill indicates a general study of humankind's religions and well-known myths surrounding major deities. This skill further imparts a basic understanding of various religious taboos.

### Humanoids and giantkind

This field includes a general knowledge of humanoid monsters (orcs, trolls, etc.) and true giants. For more information on these subjects, see the skill listed under "Humankind."

*Biology:* In addition to "Humankind" skill knowledge, this skill imparts a rangerlike understanding of the vulnerable areas of giant-class humanoids, giving a damage bonus of +1 per savant level when making either physical or magical attacks (if a roll against the skill is successful).

*Demography*

*History*

*Languages*

*Law and customs*

*Legends and folklore*

### Fauna

This topic includes a general knowledge of animals and some monsters. These categories are listed below. Knowledge of these creatures includes details of relative strengths and abilities, weaknesses, habi-

tats, mating habits, gestation periods, and other related information similar to the general, nonmechanical (i.e., hit points, armor classes, etc.) game data provided in the "Ecology of..." articles.

**Amphibians:** This field includes amphibious animals and monsters.

**Arachnids:** This topic covers all varieties of spiders.

**Avians:** This category covers flying animals and monsters, including naturally airborne humanoids and demihumans.

**Cephalopods and echinoderms:** Cephalopods includes squid, octopi, and so forth; echinoderms includes starfish, sea urchins, etc.

**Crustaceans and mollusks:** Crustaceans includes crabs, lobsters, and so forth; mollusks includes all varieties of shellfish.

**Ichthyoids:** This category includes waterborne humanoids such as sahuagin, mer-men, and so forth.

**Insects:** This category includes all insects, insectoids, and related creatures.

**Mammals:** This category includes all mammalian animals and monsters, but not humanoids or demihumans.

**Marsupials:** This topic includes kangaroos, wombats, and other pouched creatures.

**Reptiles:** In addition to nonmonster and monster reptiles, this category includes reptilian humanoids, such as lizard men.

### Supernatural and unusual

This field includes a general knowledge of supernatural and occult phenomena.

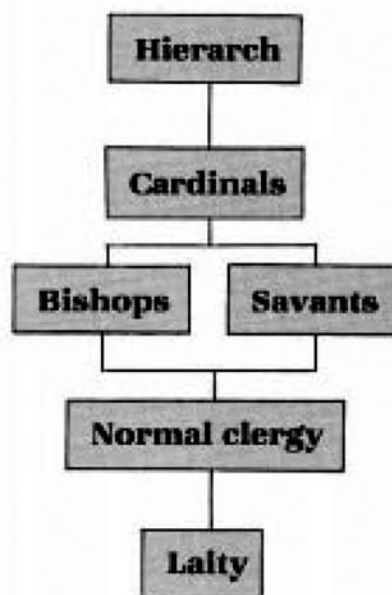
**Astrology and numerology:** This field allows the savant to perform the equivalent of an *augury* spell. Note that the base success figure is equal to the savant's skill (unlike the spell).

**Calligraphy:** With this skill, the savant is granted the abilities of a scribe, including the talent to fashion scrolls of any sort — including those that cannot normally be cast through either of his classes. To do so, research must first be made as if the savant were a character of the proper class (equal in level to the savant) attempting to independently create the particular spell. Note that the savant's ability to later read these scrolls is tied to his *read languages* skill as outlined earlier. In no way does this successful research allow the savant to actually cast the spell — it only allows him to write a scroll of it.

**Cryptography:** This skill allows the savant to decipher runes and symbols such as those found upon a treasure or merchant's map.

**Dweomercraft:** With this skill, the savant may note the magical properties of an item. This discovery requires a period of study and analysis of approximately one to four weeks. If the roll is failed, the study time is still spent. In this instance, the savant may not attempt a second research of the item.

**Diagram 1**  
**Clerical Savants**



**Medicine:** This skill includes the abilities of the biology skill but further allows the savant the knowledge of how to cure nonmagical diseases and poisons (DM's discretion on whether the character may have access to the required materials).

**Planes (Astral, Elemental, and Ethereal):** This field of study grants the savant a general knowledge of the conditions and inhabitants of the Outer planes.

**Planes (Outer):** This field of study grants the savant a general knowledge of the conditions and inhabitants of the outer planes.

### Demihumankind

This field includes a general knowledge of demihumans (elves, dwarves, etc.). For more information on these subjects, see the skill listed under "Humankind."

*Art and music*

*Biology*

*Demography*

*History*

*Languages*

*Law and customs*

*Legends and folklore*

*Theology and myth*

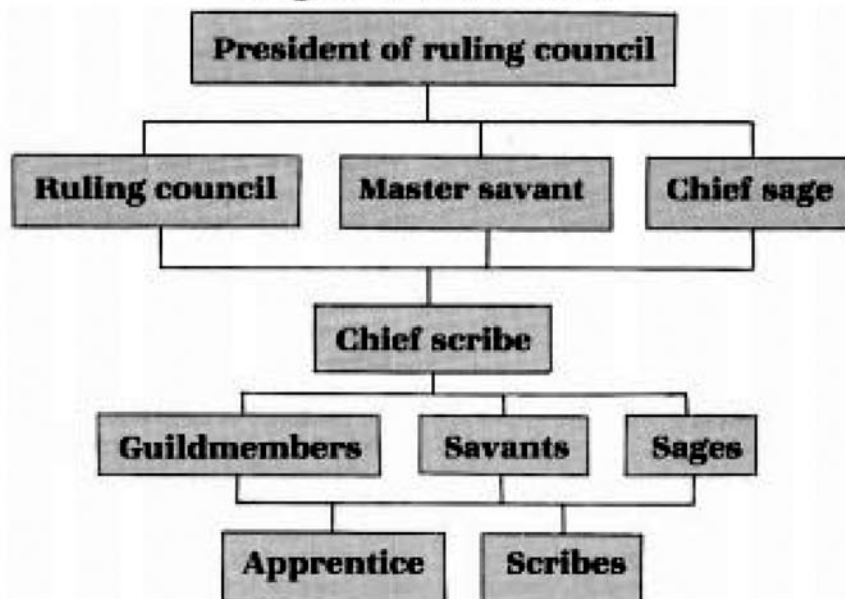
### Physical universe

This field of knowledge includes a general understanding of the physical laws of the universe (magnetism, gravity, thermodynamics, etc.).

**Alchemy:** This skill represents the character's training in the secrets of alchemy and the transmutation of materials. In a practical sense, the character may attempt to change materials from one form to another in accordance with the following guidelines:

**Diagram 2**

### Magic-User Savants



## NPC CLASSES, SAVANT

and the transmutation of materials. In a practical sense, the character may attempt to change materials from one form to another in accordance with the following guidelines:

1. Elements can be transmuted one factor higher or lower on the Periodic Table of Elements (see your handy dictionary). Thus, platinum or mercury could be transmuted to gold, but neither could be converted to copper. At the DM's option, the factors can be increased beyond one.

2. The amount of transmutable material is equal to 1 lb./level.

3. The cost is 1 gp/lb.

4. The time necessary equals 1 day/lb.

Other transmutations may be possible based on the DM's discretion. Also included is the ability to fashion all sorts of potions, including those normally denied the primary class (*healing* for an illusionist, *polymorph self* for a cleric, and so on).

**Astronomy:** This skill includes a knowledge of the stars, allowing the savant to both navigate and note the passage of time if conditions allow a clear view of the sun or night sky.

**Chemistry:** The savant with this skill can identify and create chemical materials such as acids, metallic poisons, smoke-puff grenades, incendiary fluids, etc.

**Geology and mineralogy:** This skill grants the savant the talent of identifying and refining precious metals from crude ores. Further, the savant may be considered familiar with underground conditions, and can note such things as gas pockets, unstable rock areas, etc.

**Meteorology and climatology:** This skill allows the savant to determine weather conditions with full accuracy for the next 24 hours, with partial accuracy for the next 72 hours. A savant in possession of this skill who conjures forth an air elemental by use of a spell may roll against his knowledge level to bring the elemental into willing submission without the need for a periodic check for control loss.

**Oceanography:** A savant with this skill may be familiar with the sea, as well as with the general handling of ships and boats upon its surface (although not to the extent of a sailor). Also included in the skill is a working knowledge of shallow-water creatures and monsters. As with the meteorology and climatology skill, the savant may check to bring a conjured water elemental under willing submission.

**Topography and cartography:** This skill allows the savant to read and create maps. Further, the savant may direct a party to a particular point if he possesses an accurate map of the area.

### Flora

This field includes a general knowledge of plants and plantlike creatures.

**Flowers:** This skill grants a general knowledge of flowers, both normal and fantastic.

**Table 3**  
**Savant Skills and Spells \***

| Level | Read languages | Legend lore | Special abilities ** | Spells gained (level and number) |   |   |   |   |   |   |
|-------|----------------|-------------|----------------------|----------------------------------|---|---|---|---|---|---|
|       |                |             |                      | 1                                | 2 | 3 | 4 | 5 | 6 | 7 |
| 1     | 30%            | 20%         | A                    | 1                                | — | — | — | — | — | — |
| 2     | 35%            | 20%         | B                    | 1                                | — | — | — | — | — | — |
| 3     | 35%            | 25%         | C                    | 2                                | — | — | — | — | — | — |
| 4     | 40%            | 25%         | B                    | 2                                | — | — | — | — | — | — |
| 5     | 40%            | 30%         | A                    | 2                                | 1 | — | — | — | — | — |
| 6     | 45%            | 30%         | B, C, D              | 2                                | 1 | — | — | — | — | — |
| 7     | 45%            | 35%         | —                    | 2                                | 1 | 1 | — | — | — | — |
| 8     | 50%            | 35%         | B                    | 2                                | 2 | 1 | — | — | — | — |
| 9     | 50%            | 40%         | A, C                 | 3                                | 2 | 1 | — | — | — | — |
| 10    | 55%            | 40%         | B                    | 3                                | 2 | 1 | 1 | — | — | — |
| 11    | 55%            | 45%         | —                    | 3                                | 2 | 2 | 1 | — | — | — |
| 12    | 60%            | 45%         | B, C, D              | 4                                | 3 | 2 | 1 | — | — | — |
| 13    | 60%            | 50%         | A                    | 4                                | 3 | 2 | 1 | 1 | — | — |
| 14    | 65%            | 50%         | B                    | 4                                | 3 | 2 | 2 | 1 | — | — |
| 15    | 65%            | 55%         | C                    | 4                                | 3 | 2 | 2 | 1 | — | — |
| 16    | 70%            | 55%         | B                    | 4                                | 3 | 2 | 2 | 2 | 1 | — |
| 17    | 70%            | 60%         | A                    | 4                                | 3 | 3 | 2 | 2 | 2 | — |
| 18    | 75%            | 60%         | B, C, D              | 4                                | 3 | 3 | 3 | 2 | 2 | 1 |
| 19    | 75%            | 65%         | —                    | 4                                | 4 | 3 | 3 | 3 | 2 | 2 |
| 20    | 80%            | 65%         | B                    | 4                                | 4 | 4 | 3 | 3 | 3 | 2 |
| 21    | 80%            | 70%         | A, C                 | 4                                | 4 | 4 | 4 | 3 | 3 | 3 |
| 22    | 85%            | 70%         | B                    | 4                                | 4 | 4 | 4 | 4 | 3 | 3 |
| 23    | 85%            | 75%         | —                    | 4                                | 4 | 4 | 4 | 4 | 4 | 3 |
| 24    | 90%            | 75%         | B, C, D              | 4                                | 4 | 4 | 4 | 4 | 4 | 4 |
| 25    | 90%            | 80%         | A                    | 5                                | 5 | 4 | 4 | 4 | 4 | 4 |
| 26    | 95%            | 80%         | B                    | 5                                | 5 | 5 | 5 | 4 | 4 | 4 |
| 27    | 95%            | 85%         | C                    | 5                                | 5 | 5 | 5 | 5 | 4 | 4 |
| 28    | 99%            | 85%         | B, D                 | 5                                | 5 | 5 | 5 | 5 | 5 | 4 |
| 29    | 99%            | 90%         | A,                   | 5                                | 5 | 5 | 5 | 5 | 5 | 5 |

\* For spells in addition to those of primary class.

\*\* See "Explanation of special abilities" section for descriptions of these special abilities.

**Fungi:** The savant with this skill may be considered familiar with poisonous and nonpoisonous mushrooms and mushroom creatures (myconids, shriekers, etc.).

**Herbs:** A character with this skill has a practical knowledge of various herbs and vegetables. In addition, the character possesses the equivalent of the healing nonweapon proficiency.

Note that only very general interrogatives may be posed to a sage major. More detailed queries must be referred to an applicable specialty field. As an example, a savant with a major in demihumans might be aware of the fact that halflings live in ground burrows, but would not know the exact location of any without checking the special category of demography. As a general rule, then, if a query falls within the realm of a specialty category, a roll must be made against that category for a precise answer.

As has been mentioned, the special categories themselves tend to provide only general information on all subjects falling within them. As an allowed option, the categories may be narrowed to provide specific and detailed information on a certain group falling within the particular

category. Referring back to the example of halflings, a savant making a successful check against his demography skill notes that halflings may be found in the north of the province of Greenshire.

Assuming the skill has been narrowed to halflings alone, the information noted would be correspondingly more detailed, to the extent that the savant would know that halflings dwell just outside the towns of Webley and Greenville in the northern reaches of the province of Greenshire.

In the case of a true sage, the knowledge possessed would from the start be far more detailed. The sage would be considered to have precise and exacting knowledge on all creatures or groups falling within a known specialty category. Thus, to keep the skills of the two groups in balance, the savant's level of knowledge is generally less than that possessed by a sage counterpart.

### Savants and spells

As relentless researchers of knowledge and arcane mysteries, savants achieve an ability to successfully research and cast spells from classes other than their primary one. The majority of these spells are informational in nature, and each time the

**Table 4**  
**General Savant Spell List**

| Level | Magic-user                                                                                                     | Cleric                                                                                                  | Illusionist                                                                           |
|-------|----------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| 1     | <i>Comprehend languages</i><br><i>Erase</i><br><i>Identify</i><br><i>Read magic</i><br><i>Write</i>            | <i>Detect evil</i><br><i>Penetrate disguise</i><br><i>Portent</i>                                       | <i>Detect illusion</i><br><i>Detect invisibility</i><br><i>Read illusionist magic</i> |
| 2     | <i>ESP</i><br><i>Know alignment</i>                                                                            | <i>Augury</i><br><i>Detect charm</i><br><i>Detect life</i><br><i>Find traps</i><br><i>Locate object</i> | <i>Misdirection</i>                                                                   |
| 3     | <i>Clairaudience</i><br><i>Clairvoyance</i><br><i>Material</i><br><i>Secret page</i><br><i>Tongues</i>         |                                                                                                         | <i>Nondetection</i>                                                                   |
| 4     | <i>Wizard eye</i>                                                                                              | <i>Divination</i>                                                                                       |                                                                                       |
| 5     | <i>Contact other plane</i>                                                                                     | <i>True seeing</i>                                                                                      |                                                                                       |
| 6     | <i>Legend lore</i>                                                                                             | <i>Find the path</i><br><i>Stone tell</i>                                                               | <i>True sight</i>                                                                     |
| 7     | <i>Drawmij's instant summons</i><br><i>Duo-dimension</i><br><i>Symbol</i><br><i>Mordenkainen's disjunction</i> |                                                                                                         | <i>Vision</i>                                                                         |

**Table 5**  
**Special Savant Spell List**

| Level | Spell                                                                                                 |
|-------|-------------------------------------------------------------------------------------------------------|
| 1     | <i>Detect untruth</i><br><i>Protection from energy drain</i>                                          |
| 2     | <i>Exorcism*</i><br><i>Know intent</i>                                                                |
| 3     | <i>Call spirit*</i><br><i>See hidden. doors</i><br><i>Hold undead*</i>                                |
| 4     | <i>Greater vision*</i><br><i>Phase shift**</i><br><i>Psychic impressions</i><br><i>Turn undead **</i> |
| 5     | <i>Bestow hit points</i><br><i>Life steal</i>                                                         |
| 6     | <i>Recall spell</i><br><i>True name</i>                                                               |
| 7     | <i>Spell drain</i>                                                                                    |

\* Clerical savants only.

\*\* Magic-user savants only.

savant gains an additional spell from the savant spell table, the DM may consult with the player and ascribe one from the following lists. Other normal AD&D game spells corresponding to those spells that may be cast by a savant may be obtained through normal adventuring; these may be written into the character's spell book and memorized at his leisure without the need to roll for learning the spell. Naturally, the savant may research normal or special savant spells on his own time with additional funding, in the same way a magic-user or cleric does.

All spells from the general list are identical to the listed AD&D game spells with respect to casting times, material components, spell functions, etc., with the exception of *detect evil* or its reverse, which successfully functions against even low-level or level/hit dice creatures, and the *legend lore* spell, which explains fully the details of a noteworthy object or place, including magical powers for items and a general history for people and places — in clear language.

### Special savant spells

#### **Detect Untruth** (Divination, Reversible)

Level: 1                      Components: M  
Range: 3"                      CT: 1 segment  
Duration: 3 rounds      ST: None  
AE: 1 creature

**Explanation/Description:** When the savant employs this spell, he is able to note an untruth spoken by a creature, including even a minor evasion of the truth. The reverse of the spell allows the savant to lie or evade the truth without being discovered by any means. The material component is the forked tongue of a snake.

#### **Protection from Energy Drain** (Abjuration)

Level: 1                      Components: V,S,M  
Range: Touch              CT: 1 round  
Duration: 1 turn          ST: Special  
AE: 1 creature

**Explanation/Description:** This spell protects the recipient from the effects of undead energy drain, allowing a saving throw vs. death magic to avoid losing experience points through this means. The material component is a vial of holy water rubbed over the body.

#### **Exorcism** (Abjuration)

Level: 2                      Components: V,S,M  
Range: Special              CT: Special  
Duration: Perm.              ST: Special  
AE: 1 affected object or creature

**Explanation/Description:** A clerical savant casts this spell to rid one object or area of an evil spirit's inhabitation. The casting time is equal to one turn per hit die of the spirit, during which the caster is shielded by *protection from evil* 10' radius. The material components of the spell are a small silver bell, a book of prayers, and a blessed candle which must remain lit throughout the ceremony. Each turn of casting, the savant must roll 4d6 for a total below his constitution, subtracting one from the roll for each three levels of his experience. Failure ends the spell, subjecting the savant to possible attack from the enraged spirit. Another attempt may be made 24 hours later.

At the spell's completion, the target creature must save vs. spells or be forced back to the realm of the dead. If the saving throw is successful, the creature remains in the general area but loses one-fourth of its hit points. If subsequent exorcisms reduce the creature to zero hit points, it is permanently driven from the area. Those subject to the spell include any singular undead possessing or haunting an individual, object, hallway, room, etc. Note that this does not include intelligent undead in the area of a specific lair (vampires, lichs, death knights, etc). Upon completion of the spell, the savant snuffs out the candle and destroys it.

#### **Know Intent** (Divination)

Level: 2                      Components: V, S  
Range: 5"                      CT: 1 segment  
Duration: 1 round          ST: None  
AE: Special

**Explanation/Description:** When this spell is cast, the savant becomes aware of the intent of an encountered individual or group. Information revealed is along the lines of the following one-word descriptions: friendly, neutral, hostile, etc.

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## NPC CLASSES, SAVANT

**Call Spirit** (Conjuration/Summoning)  
Level: 3 Components: V,M  
Range: 1" CT: 2 turn  
Duration: 1 rnd./lvl. ST: None  
AE: 1 dead human or demihuman

**Explanation/Description:** This spell allows the savant to summon forth the spirit of a dead human or demihuman, which is bound to answer all questions fully and truthfully. While the spell is in effect, anyone who speaks (other than the savant or the spirit) breaks the spell and causes the spirit to return from whence it came. The material components for this spell includes an iron censer filled with 50 gp of burning incense, as well as the skull of the deceased, which shatters at the completion of the spell (successful or not) and cannot be mended in any way.

**See Hidden Doors** (Divination)  
Level: 3 Components: V,M  
Range: 4" CT: 1 round  
Duration: 1 round ST: None  
AE: 1 wall less than 50' long

**Explanation/Description:** This spell allows the savant to note secret or concealed doors within the area of effect. The material component is a polished glass lens through which the caster peers.

**Hold Undead** (Abjuration)  
Level: 3 Components: V,S,M  
Range: 1" /level CT: 2 segments  
Duration: 1 rnd./lvl. ST: Neg.  
AE: Up to 4 undead creatures

**Explanation/Description:** With this spell, the clerical savant is able to hold corporeal undead creatures — even those not normally affected by *hold* spells. If the creature is attacked while under the influence of the spell, the *hold* is broken (use the Assassins' Table for Assassination on page 75 of the DMG to determine if the creature is slain outright). The material component is the cleric's holy symbol.

**Greater Vision** (Divination)  
Level: 4 Components: V  
Range: 0 CT: 2 turn  
Duration: 1 round ST: Neg.  
AE: Savant only

**Explanation/Description:** If the savant is presently striving against a threat to his church, he may attempt the casting of this spell once. If the target fails a saving throw vs. spells, the savant glimpses a momentary vision of his enemy — lich, demon, necromancer, paladin, etc. If the target saves, it glimpses a vision of the savant.

**Phase Shift** (Alteration)  
Level: 4 Components: V,S,M  
Range: 0 CT: 1 segment  
ST: None AE: Savant only  
Duration: Once to and from per 3 levels; max. 1 turn

**Explanation/Description:** This spell allows the savant to instantaneously teleport to and return from the Ethereal plane when attacking (an action similar to that employed by the phase spider). The material component is a bit of phase spider webbing.

**Psychic Impressions** (Divination)  
Level: 4 Components: M  
Range: Touch CT: 1 round  
Duration: 1 round ST: None  
AE: 1 object

**Explanation/Description:** If the savant handles an object while using this spell, he is allowed to glimpse important happenings which befell its previous possessors. Thus, a savant examining a sword next to a skeleton may receive a vision of the fighter in his former life, and possibly what killed him.

**Turn & dead** (Abjuration)  
Level: 4 Components: V,S,M  
Range: 4" CT: 3 segments  
Duration: 1 rnd./lvl. ST: Neg.  
AE: 1 undead creature/level

**Explanation/Description:** This spell allows a magic-user savant to approximate a clerical turning by means of a spell. If an undead fails its saving throw, it departs from the area as though it has actually been turned. This does not bring an undead into the service of an evil savant. The material component is a cleric's holy symbol. (DMs may disregard this spell if they wish to maintain a separation between spell-casting classes.)

**Bestow Hit Points** (Alteration)  
Level: 5 Components: V,S  
Range: Touch CT: 1 round  
Duration: Special ST: None  
AE: 1 creature

**Explanation/Description:** With this spell, the clerical savant may bestow up to one of his hit points per level on an intelligent creature. This has the effect of restoring lost damage or even increasing the target's hit points above his normal maximum. The magically bestowed hit points last until they are removed by damage or until the savant dispels the enchantment. For the spell's duration, the savant is without these hit points. In the event the target is slain, the savant permanently loses the hit points bestowed — even if the target is subsequently raised or resurrected. Only one spell at a time may be enacted upon a creature.

**Life Steal** (Necromantic)  
Level: 5 Components: V  
Range: Touch CT: 1 segment  
Duration: Special ST: Neg.  
AE: 1 creature

**Explanation/Description:** This spell allows the savant to leech up to 1 hit point per level from a living (i.e., not undead) human or humanoid and bestow it upon himself or another within a time limit of three rounds. The leeching hit points can increase the recipient's hit points beyond his normal maximum, and last up to one hour. Any damage suffered is first subtracted from these additional hit points.

**Recall Spell** (Alteration)  
Level: 6 Components: V  
Range: 0 CT: Special  
Duration: Special ST: None  
AE: Special

**Explanation/Description:** This spell allows the savant to recast any previously cast savant spell. (Material components must still be obtained if the spell requires them.) The casting time is equal to that of the spell in question plus one segment.

**True Name** (Divination)  
Level: 6 Components: V,S,M  
Range: 3" CT: 1 round  
Duration: Perm. ST: Special  
AE: 1 creature or object

**Explanation/Description:** This spell allows the savant to discover the true name of a creature if it fails a saving throw. It may also be used to discover the command word of a device (no saving throw allowed). The material component is a *potion of ESP*, which must be consumed by the caster.

**Spell Drain** (Alteration)  
Level: 7 Components: V,S  
Range: Touch CT: 1 segment  
Duration: 1 hr./lvl. ST: None  
AE: 1 spell-casting creature

**Explanation/Description:** Through the use of this spell, the savant is able to drain and utilize the memory of a spell possessed by a spell-using creature. The savant, if aware of the spells known by the target, may declare the spell which is drained; otherwise, the most recently memorized of the target's highest-level spells is drained. The savant may not regain the seventh-level spell slot until the stolen spell is cast or the memory is lost. Material components are also necessary if the spell normally requires them.

As a final note, all savant spells, including those of a clerical nature, are stored in a spell book. This spell book may be considered equal to that of a magic-user in terms of weight and in terms of the number of spells it may hold. Ω

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# the SCRIBE non-player character

By Ed Greenwood

Akin to the sages and magic-users of the AD&D™ world are those few artists who combine extraordinary craftsmanship with a mastery of the social and magical uses of language and symbols — the scribes. Most scribes make their livings as servants to courts or large merchant companies, although a few do free-lance work in large cities. Most scribes are keen students and collectors of maps, codes, fragments of lost languages, armorial bearings, signs, runes, and glyphs.

Scribes may be of human or demi-human racial stock (including crossbreeds), and of any alignment. The mercenary nature of a scribe's profession and the breadth of views and ideas to which he or she is exposed lead most scribes to be of neutral-oriented alignments.

To become a scribe, a non-player character must have minimum ability scores of 16 in intelligence, 15 in dexterity, and 10 in wisdom. Once the profession is undertaken, an individual cannot lose scribe status by decreases in these ability scores (although these changes may affect the performance of a scribe). Scribes may not be multi-classed, nor may they have two classes; their work and studies are too time-consuming to allow for irrelevant training. Scribes possessing both intelligence and dexterity scores of 17 or greater add 10% to earned experience points.

Few scribes advance beyond the level of Scholar, and fewer still attain the title of Scribe. Higher Atlars are rare indeed, and are known by no special titles if they continue to advance in levels. There are no restrictions to level advancement because of racial stock or ability scores.

SCRIBES TABLE I

| Experience points | Experience level | 4-sided dice for accumulated hit points | Level title   |
|-------------------|------------------|-----------------------------------------|---------------|
| 0—2,250           |                  |                                         | Clerk         |
| 2,251—4,500       | 2                | 2                                       | Amanuensis    |
| 4,501—9,000       | 3                | 3                                       | Chirographer  |
| 9,001—18,000      | 4                | 4                                       | Illuminator   |
| 18,001—35,000     | 5                | 5                                       | Scrivener     |
| 35,001—60,000     | 6                | 6                                       | Cartographer  |
| 60,001—95,000     | 7                | 7                                       | Scholar       |
| 95,001—145,000    | 8                | 8                                       | Limner        |
| 145,001—220,000   | 9                | 9                                       | Scribe        |
| 220,001—400,000   | 10               | 10                                      | Master Scribe |
| 400,001—600,000   | 11               | 10+3                                    | Atlar         |
| 600,001—800,000   | 12               | 10+6                                    | Higher Atlar  |

200,000 experience points per level of experience beyond 12th.

Scribes gain 3 hit points per level after the 10th.

In combat, a scribe has no weapon or armor restrictions, but always attacks as a first-level fighter, regardless of level of experience as a scribe. A scribe makes saving throws as a fighter of level equal to his or her own scribe level. A scribe may employ all magic items not specifically restricted to another class, and may cast spells from all scrolls which the scribe can read. For example, an illusionist's scroll would be unreadable to a scribe who had not learned the secret language of that profession, although that same scribe could copy the unreadable script, as detailed later — and many scrolls would require a *Read Magic* on the part of the scribe wishing to use them, if the spells were not ones the scribe had encountered before.

Upon reaching the level of Atlar (11th), a scribe gains limited spell-casting ability. He or she may memorize 2 spells, plus 1 additional spell per point of intelligence above 16, studying to gain them as magic-users do. For each level of experience beyond 11th attained by the scribe, he or she gains the ability to learn 2 additional spells; however, the variety of spells a scribe may cast is quite limited (see hereafter). Scribes are subject to the same requirements of rest, material components, and freedom from disturbance while casting that magic-users are. Just like other spell-casting characters, a scribe cannot make a physical attack and cast a spell in the same round.

A scribe must acquire spells; they are not granted to him or her by the gods. When first learning to use a new spell, a scribe must be tutored by a spell caster whose class employs that spell, and who is personally familiar with the spell. Thereafter, the scribe can memorize the spell unaided. A scribe casts all spells as a magic-user, illusionist, or cleric of the same level as himself or herself, and in the case of the *Glyph of Warding* spell, cannot cast glyphs restricted to a god of an alignment he or she does not share.

Note that the abilities (described hereafter) of a scribe include the effects of a *Write* spell, but this does not require any magic on the part of a scribe.

If a campaign includes new spells (not found in the AD&D rules), such as those devised by player characters, a scribe given the opportunity to learn them will be able to use all spells related to symbols or script. A scribe is otherwise limited to the spells listed in Scribes Table II, all of them cast exactly as described in the Players Handbook.

**Scribe:** A scribe is principally a secretary or copyist. He or she will be able to record normal things, but never anything of magical nature. Specialists such as scribes able to make maps (or copy them) — cartographers — will be scarce indeed, and generally they will command ten times the costs of a normal scribe. Other specialists would be those able to use codes or ciphers and those able to read and write a language other than the common tongue. These scribes are likewise rare and ten times as costly as the normal sort.

Dungeon Masters Guide, page 33

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## SCRIBES TABLE II

### Spells usable by scribes

*Comprehend Languages* (as the 1st-level magic-user spell)  
*Confuse Languages* (reverse of *Comprehend Languages*)  
*Erase* (as the 1st-level magic-user spell)  
*Explosive Runes* (as the 3rd-level magic-user spell)  
*Glyph of Warding* (as the 3rd-level cleric spell)  
*Illusionary Script* (as the 3rd-level illusionist spell)  
*Legend Lore* (as the 6th-level magic-user spell)  
*Read Magic* (as the 1st-level magic-user spell)  
*Symbol* (as the 8th-level magic-user spell)  
*Unreadable Magic* (reverse of *Read Magic*)

Note: A scribe's effective level as a spell-caster is equal to his or her actual scribe experience level minus 10; thus, when an 11th-level scribe first gains spell-using ability, he or she casts those spells as though the individual were at the first experience level of the class to which the spell belongs.

A scribe can memorize a number of spells up to the limit allowed by experience level and intelligence; the level of the spells memorized does not matter. (For instance, an Atlar, immediately upon gaining spell-using ability, can memorize a pair of *Symbol* spells if he or she so desires, and is not restricted to first-level spells like *Erase* and *Comprehend Languages*). A scribe may not devise his or her own spells, nor does a scribe have the expertise to modify a known spell.

### Scribe special abilities

Spell-casting is a power gained only through much study and the development of a scribe's distinctive special abilities. It is these abilities that will shape (and permit the continuance of, by putting food on the table) a scribe's life. They are as follows:

All scribes have the ability to draft and execute records, letters, and documents of accepted local style and form, and to design motifs, armorial bearings, and illustrations acceptable as regards style and content, in local (and trading) society. Scribes are wordsmiths and artists; their work is always of good quality, and often contains codes, hidden messages, and symbolism, either at the request of a client or out of a craftsman's pride in his or her work.

If a tutor is available, a scribe may acquire mastery of one language per point of intelligence, in addition to the alignment, racial, and common tongues already known by the scribe. If several inscriptions of some length are available, a scribe may (and this is the only case where a scribe may "teach himself") through study achieve a mastery of the written (not spoken) form of a language — including codes and secret languages, such as that shared by illusionists. This mastery, unless improved by a tutor, will begin at 80% accuracy and increase by 2% for every level the scribe attains thereafter.

**Special ability A:** A scribe can copy inscriptions and script (regardless of whether these are in a language known to the scribe) and all symbols or representations (including protective circles, runes, glyphs, and the like). This includes spell formulae — unless such are cursed or trapped in such a way as to preclude a complete visual examination of them, or are concealed by an *Unreadable Magic* spell.

At 5th level, a scribe gains the ability to perform this skill from memory, the amount that can be retained in such a way increasing with level, intelligence, and wisdom (determined specifically by the Dungeon Master).

The percentages given for this ability in Table III are to be applied to codes or magical formulae only; mundane material can be copied correctly with far greater ease (double the chance of success given in the table, to a maximum of 100%).

In this week's "Aska Niiiiiin-Jah-haha!", Little Tommy writes, "How can I be a ninja?" "Well, Little Tommy. First, learn to read. Then turn to page 134 of this book." Smoke Bomb!

**Special ability B:** A scribe can counterfeit the script and presentation of an original (given the necessary ingredients to match colors of ink, and so on). The chance of fooling or convincing an individual familiar with the original increases with the level of the scribe, reaching a maximum of 99%. Note that a copy can contain errors or omissions and still fool an individual who is familiar with the original. A DM can also use this ability to govern situations where a scribe sketches a portrait of an individual to show to others, wanting to know if other persons have seen the individual in question. A successful result indicated on an attempt like this means the scribe has composed a clear, unmistakable likeness of the person.

**Special ability C:** Scribes are illustrators of exceptional skill, and with experience they can master perspective, proportion, and the ability to capture the likeness of a being, even from memory. From practice of these faculties they gain the ability to correctly judge distances and sizes (area and volume), merely from quick visual examination. The accuracy of such judgments increases with advancement in levels.

**Special ability D:** Scribes have the ability to recognize "at a glance" that symbols or script are magical in nature. With experience, they perfect the ability to identify the precise nature of a particular specimen or specimens. A scribe can tell whether a certain inscription is a spell formula — but not what spell it is, unless the scribe is familiar with that spell. A scribe can tell whether a piece of script or a written design is *cursed*, guarded by *Explosive Runes* or *Unreadable Magic*, whether it is *Illusionary Script* or not, whether a particular rune is a *Symbol* or *Glyph of Warding* or not (and if so, what its particular nature is, if the spell in question is familiar to the scribe), or whether an inscription is normal script upon which *Nystul's Magic Aura* or *Leomund's Trap* has been cast, and so on.

This identification, if successfully attempted, will not trigger any release of magic connected with the symbol or script. Only one attempt per specimen may be made by a scribe. If unsuccessful, the scribe may not try again on a particular inscription until he or she attains a new level. An unsuccessful attempt may also (at the DM's option) unleash any magic contained in protective or "trap" spells upon the unfortunate scribe.

Atlars and Higher Atlars can make scrolls of spells whose formulae they possess, and can inscribe protective pentagrams, circles, and signs, whether or not they know or comprehend the spell in question. (For details of such protective inscriptions, refer to the *Dungeon Masters Guide* and issue #56 of *DRAGON™ Magazine*.) There is a 10% chance of error in such activities, with a modifier of -5% if the scribe is familiar with the spell and has performed the action (making the scroll or rune) successfully before, and (cumulative with the first modifier) -5% if supervised by a spellcaster of sufficient level and proper class to cast the spell in question, and who has prior experience with the spell.

This chance for error is to be combined with that detailed under "Failure," DMG p. 117-118, when the manufacture of a scroll is being attempted. Refer to the DMG, p. 121, for fees charged by scribes for manufactured scrolls. The cost to a customer for the creation of a scroll by a scribe will always be at least equal to the prescribed Gold Piece Sale Value for that scroll, unless special circumstances prevail.

Much of a scribe's time is spent executing letters and documents, for the scribe is a master of the etiquette of both local society and international politics and trade communications. Such mundane work earns most scribes their bread and butter. Most scribes seek employment with a sage or spell-caster, preferring that over working for a court or a wealthy patron, and in turn preferring that second alternative over free-lance work, which tends to bring assignments either tedious or too difficult to undertake at the payment offered.

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### SCRIBES TABLE III

| Special<br>ability | Percentage chance of success of special abilities<br>Experience level of scribe |     |     |     |     |     |     |     |     |      |      |      |
|--------------------|---------------------------------------------------------------------------------|-----|-----|-----|-----|-----|-----|-----|-----|------|------|------|
|                    | 1st                                                                             | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th | 10th | 11th | 12th |
| A                  | 25                                                                              | 33  | 42  | 52  | 63  | 75  | 88  | 99  | 100 | 100  | 100  | 100  |
| B                  | 15                                                                              | 25  | 35  | 45  | 55  | 65  | 75  | 85  | 95  | 99   | 99   | 99   |
| C                  | 5                                                                               | 12  | 19  | 26  | 33  | 40  | 52  | 64  | 76  | 88   | 90   | 96   |
| D                  | 7                                                                               | 13  | 20  | 28  | 37  | 47  | 58  | 70  | 83  | 97   | 99   | 99   |

Note: All abilities reach their greatest chance of success at 12th level, and do not increase thereafter.

### Advancement

A scribe gains experience points through the practice of his or her craft: the perfect execution of a difficult portrait or design, or the development of innovations in the format, content, or accomplishment of a task.

Determination of an innovation or an exceptional or "perfect" execution is governed by the DM, and may be found by rolling percentile dice every time a scribe applies his or her skills to a task of moderate (or greater) complexity. A modified score of 96 or higher denotes such an occurrence.

The dice roll is modified by +01 if the scribe has intelligence of 18 or higher, and by +01 for each week spent on the project (such time being considered as more or less continuous work on the project, the scribe's attention being divided only between this work and his or her minimum physical needs).

For each previous innovation or exceptional execution a scribe has made in work directly related to the task at hand, he or she gets another die roll, choosing the better (or best, if more than one extra roll is deserved) result as the measure of his or her performance of the task.

Each such successful innovation or exceptional execution is worth a base value of 500 Experience Points, modified by plus or minus 200 points at the DM's discretion (taking into account the circumstances and nature of the task, prior experience of the scribe in the particular field, and other variables).

If the roll fails, and no innovation or outstanding work is performed, a scribe still gains at least one point of experience for successful completion (to the satisfaction of the scribe's client or patron, or if for the scribe's own benefit, completion to a practical, usable form) of all tasks of moderate (or greater) complexity.

A scribe can also gain experience by the study of maps or records new to the character, at the rate of 10-60 (d6 x 10) Experience Points for each such source consulted, as long as the DM judges the source(s) to contain appreciable information new to the scribe.

A scribe gains no direct experience awards for success in combat or in the winning of treasure.

To advance to a new experience level, a scribe who has accumulated the necessary experience points must study under another scribe or a sage, or must receive training from a bard or spell-caster *plus* an artist, a cartographer, or an engineer. If a scribe's tutor is of a classed profession, he or she must be of a level higher than the scribe's own present level. Tutors of non-classed professions must be considered by the DM to have relevant knowledge or skills that will appreciably further the abilities of the scribe. A scribe of 10th or higher level will almost certainly require the services of a tutor from one of the spell-casting classes to advance to a new level.

Obviously, the level-by-level progress of a scribe tends to take much time — and most scribes will consent to provide maps, letters, and on-the-spot dungeon surveys for adventurers only in return for large amounts of money. Time spent away from books, writing table, and easel is time wasted, you see....

# Halt! Who goes there?

## Introducing the sentinel: an alert new NPC

by Andy Pierce

*It was the second hour after midnight, and all was quiet at Castle Osgirand, home to the paladin of the same name. The moonlight cast twisted and misshapen shadows across the landscape in front of the castle's main gate. Inside, Osgirand and his henchmen were deep in sleep after a hard day of putting the thieves' guild back in its place. Outside the walls, two of the misshapen shadows moved. . . .*

*The man at the gate was an experienced fighter, one of the most capable warriors in Osgirand's retinue. He wasn't used in the battle against the thieves because the paladin suspected that the guild would seek revenge, and Osgirand wanted one of his best men on guard that night to thwart the thieves.*

*The guard stood silently and alertly, his hand resting on the hilt of his sheathed sword and his body barring the way through the main entrance. He had been told to be especially alert tonight, and he took his orders seriously. He scanned the terrain with his eyes and strained to hear any out-of-the-ordinary noises. But neither of his senses prepared him for what happened next.*

*Suddenly, two black-clad assassins leapt*

*out of the shadows by the wall on either side of the guard. Almost before he knew what hit him, the guard slumped to the ground, mortally wounded. The intruders disposed of the body in the murky shadows off to one side of the gate, then picked the lock and crept into the castle to find the paladin and carry out their assignment. . . .*

Although it may not make much difference to point it out, Osgirand the paladin was probably more at fault in this episode than the guard who gave his life in a futile attempt to protect his master. The guard did the best he could; the problem was that Osgirand used a fighter for a guard, when fighters are made for battle. If the assassins had attacked openly, the guard could probably have disposed of them, or at least stayed alive to sound an alarm. But since the assassins used stealth, the guard got the knife — and his boss probably did, too.

The intruders might have been detected and overcome if Osgirand had hired a sentinel — a non-player character whose job it is to defend against both open and surprise attacks. Although sentinels fight fairly well, their primary purpose is to detect approaching invaders or assailants, and to then sound an alarm and hold off the enemy until help arrives. To accomplish this, sentinels have trained themselves to be exceptionally alert.

A sentinel must have the following minimum ability scores: strength 9, intelligence 13, wisdom 14, and dexterity 12.

At the start of his career, a sentinel may be of any non-chaotic alignment. The ideal alignment for a sentinel is lawful neutral, but it's not necessary for a first-level sentinel to have that alignment. However, as a sentinel gains experience in his function, he becomes more loyal to his master or employer and more objective about those he encounters in the performance of his duties. This is reflected, in game terms, by a gradual shift to lawful neutral alignment for any sentinel who did not begin his career with that alignment.

With every three experience levels a sentinel gains after the first level, he shifts one alignment step closer to lawful neutral. This shift favors the lawful aspect over good or evil; for example, a sentinel who starts out neutral good would first shift to lawful good and then to lawful neutral. Unlike player characters, sentinels do not lose a level for undergoing this kind of alignment change; instead, they must pay a penalty in earned experience points. A sentinel's first

alignment shift will occur after he finishes rising through 4th level but before he begins progressing through 5th level, and he must forfeit 50% of all the experience points he earns while at 4th level (so that it takes twice as many points as normal to advance through 4th level). The same 50% penalty is assessed during 7th level, if a second alignment shift is necessary to bring the sentinel to lawful neutral. Every sentinel who advances to 8th level or higher will be



## SENTINEL EXPERIENCE LEVELS AND SPECIAL ABILITIES

| Experience  | points    | Level | Hit die gained | Level title       | Find secret doors | Bonus to detect invisible | Hear noise | Detect lie | Surprise | Find Traps, pits, etc. |
|-------------|-----------|-------|----------------|-------------------|-------------------|---------------------------|------------|------------|----------|------------------------|
| 0 —         | 1,750     | 1     | d10            | Observer          | 17%               | 1%                        | 5%         | 25%        | 33%      | 5%                     |
| 1,751 —     | 3,500     | 2     | d10            | Watchman          | 18%               | 2%                        | 10%        | 30%        | 30%      | 7%                     |
| 3,501 —     | 7,000     | 3     | d10            | Post Keeper       | 19%               | 3%                        | 15%        | 35%        | 27%      | 9%                     |
| 7,001 —     | 15,000    | 4     | d10            | Patroller         | 20%               | 4%                        | 20%        | 40%        | 24%      | 11%                    |
| 15,001 —    | 30,000    | 5     | d8             | Guard             | 22%               | 5%                        | 25%        | 45%        | 21%      | 13%                    |
| 30,001 —    | 65,000    | 6     | d8             | Sentry            | 24%               | 6%                        | 30%        | 50%        | 18%      | 15%                    |
| 65,001 —    | 140,000   | 7     | d8             | Guard Captain     | 26%               | 7%                        | 35%        | 55%        | 15%      | 18%                    |
| 140,001 —   | 295,000   | 8     | d8             | Guard Master      | 28%               | 8%                        | 40%        | 60%        | 12%      | 21%                    |
| 295,001 —   | 455,000   | 9     | d6             | Gate Keeper       | 31%               | 9%                        | 45%        | 65%        | 9%       | 24%                    |
| 455,001 —   | 635,000   | 10    | d6             | Gate Master       | 34%               | 10%                       | 50%        | 70%        | 6%       | 27%                    |
| 635,001 —   | 865,000   | 11    | d6             | Guard Superior    | 37%               | 11%                       | 55%        | 75%        | 3%       | 30%                    |
| 865,001 —   | 1,150,000 | 12    | d6             | Elite Guard       | 40%               | 12%                       | 60%        | 81%        | 3%       | 33%                    |
| 1,150,001 — | 1,485,000 | 13    | d4             | Elite Guard, 13th | 43%               | 13%                       | 65%        | 87%        | 3%       | 37%                    |
| 1,485,001 — | 1,870,000 | 14    | d4             | Elite Guard, 14th | 46%               | 14%                       | 70%        | 93%        | 3%       | 41%                    |
| 1,870,011 + |           | 15    | d4             | Sentinel          | 50%               | 15%                       | 75%        | 99%        | 3%       | 45%                    |

lawful neutral, since no more than two alignment shifts will ever be necessary. Of course, a sentinel who starts out as a lawful neutral character is not subject to these penalties (and thus can rise in levels more rapidly than others of his class).

By their nature, sentinels have many abilities and attributes typical of a fighter — but the class is *not* a subclass of fighter, and it is only open to humans and half-elves (who may not be multi-classed as a sentinel and anything else). Sentinels do not roll for exceptional strength, nor do they receive the special hit-point bonus that a fighter receives for high constitution. A sentinel with both intelligence and wisdom of 16 or higher is allowed to add a 10% bonus to earned experience.

As is evident from the accompanying table, a sentinel has a good hit-point average for a character of a given level, and members of the sentinel class continue to gain hit dice up through 15th level, the maximum level attainable. Just as the hit points of a high-level fighter reflect that character's ability to *avoid* serious damage as well as withstand it, so do the sentinel's hit points serve as a mirror of his ever-improving abilities to notice the unusual or imperceptible and take action against a threat before it actually comes to pass. Thanks to his high intelligence and wisdom and an inner sense sharpened by years of practice, a veteran sentinel will notice a sharp intake of breath, or the position of a weapon or the stance of a would-be opponent. By picking up on signals such as these, a sentinel is able to predict how, when, and where a weapon will strike — enabling him to take relatively less damage from the attack, assuming it hits.

A sentinel attacks on the combat table for fighters — but it must be kept in mind at all times that sentinels are used almost exclusively for defensive purposes, and generally will not strike first unless a threat is immediately obvious. A sentinel must be able to attack quickly, to parry blows, and move swiftly to block opponents from charging

past them. For these reasons, a sentinel must only use weapons that have speed factors of 6 or less, and cannot wear plate armor. A sentinel can use any type of shield and almost always carries one on duty.

### Special abilities

**Find secret doors:** This is the chance a sentinel has of finding a secret door, if one exists in his vicinity and the sentinel is actively searching for it. Sentinels are trained to notice subtle differences in wall color or texture, slight indentations or cracks or protrusions that might reveal the presence of a secret door. They can locate concealed doors much more easily; add +25% to the value given if a door is concealed but not a secret door.

**Bonus to detect invisible:** Because he is by nature more alert than other characters, a sentinel is better at detecting the presence of invisible creatures or moving objects. (This ability does not apply to astral, ethereal, or out-of-phase creatures, nor to the detection of a stationary, non-living invisible object.) A sentinel is able to notice a disturbance in the air flow, a slight noise, or a slight emanation of heat or cold that signals the presence of something unseen. To detect a creature or object which is only hidden but not invisible (such as a thief hiding in shadows), the sentinel gets a bonus of +25% to the number given in the table.

The numbers in this column on the table represent a bonus to a character's normal chance to detect invisibility (see p. 60 of the DMG). As can be seen from the figures in the DMG, a sentinel's chance to detect invisibility goes up sharply at 9th level (or perhaps sooner, for sentinels with exceptionally high intelligence). But even at lower levels, a sentinel with very high intelligence gets an additional bonus: +2% for 15 intelligence, +4% for 16 intelligence, +7% for 17 intelligence, or +10% for 18 intelligence. This intelligence bonus is added to the chance given in the "Bonus to detect invisible" column in the sentinel table, and also to the chance given in the DMG table (if

applicable). For example, a 7th-level sentinel with 16 intelligence has an 11% chance of detecting an invisible object. When that character reaches 8th level, his chance goes up to 17%. An attempt to detect invisibility is handled as per the DMG, with one roll allowed in each round during which the sentinel is within sensory range of an invisible object. Note that this ability does not have to be consciously exercised in order to work.

**Hear noise:** This is basically the same as the thief ability of the same name, except that a sentinel does not have to be actively listening for sounds in order to detect them.

**Detect lie:** The numbers in this column represent the chance a sentinel has of instinctively knowing when he is being lied to. This detection only applies against a figure or figures who are directly conversing with the sentinel, not if the sentinel happens to overhear people talking to each other. The ability is usually only brought into play if a character is talking to a sentinel in an attempt to gain entry to the place the sentinel is guarding. As with *detect invisible* and *hear noise*, this ability does not have to be consciously performed in order to work. Note that detecting a lie does *not* enable a sentinel to know the truth.

**Surprise:** The numbers in this column represent the base chance for a sentinel to be surprised. This number steadily decreases as the sentinel rises in level, down to a minimum of 3% at 11th level and above. The base chance is modified when considering adversaries who do not have the normal (2 in 6) chance to surprise other figures. For instance, a bugbear surprises foes at a chance of 3 in 6, or 167% greater than normal — so, against a bugbear, a sentinel's chance to be surprised is increased by 17% (round fractions up). Conversely, a sentinel receives a 17% decrease to his chance to be surprised by a creature that only surprises on a 1 in 6 chance, meaning that a sentinel of 7th level or above will never be surprised by such a creature unless some extraordinary circumstance prevails.

## NPC CLASSES, SENTINEL

This surprise percentage is also used to determine the chance that a sleeping sentinel will be awakened by some unusual noise; this is equal to 50% minus the surprise chance. Thus, a 1st-level sentinel will be awakened by a strange noise on a 17% chance, and an 11th-level sentinel on a 97% chance.

**Find traps, pits, and snares:** This is a combination of the thief's ability to find traps and the power bestowed by the druid spell *detect snares & pits*. Unlike most of the sentinel's other abilities, this *must* be consciously exercised in order to succeed. Note that a sentinel can only find such traps, and cannot remove, deactivate, or set them.

### Parrying

If a sentinel does not wish to attack, he can choose to try to parry one attack against him per round, plus one for every three full levels of experience the sentinel has attained — 1 at 1st level, 2 at 4th level, 3 at 7th level, 4 at 10th level, and 5 at 13th level and above. The person controlling the sentinel must announce the intent to parry before any attacks are made against the character in a round, and must also specify which blow (or blows) the sentinel will attempt to block. Parrying can only be attempted against attacks from melee (hand-held) weapons and only if the sentinel is holding a weapon or a shield.

Parrying is conducted as per the guidelines on p. 104 of the Players Handbook. The sentinel can make no return attack in the same round, and for purposes of determining whether an opponent's strike succeeds, the sentinel is treated as if he had an extra +2 bonus "to hit" for strength, in

addition to the actual +1 bonus "to hit" that a sentinel with 17 or 18 strength would already have.

### Other characteristics

A sentinel can only be hired by a non-chaotic character; he will serve no one else. Once a sentinel attains 8th level and becomes (if he wasn't already) lawful neutral, he will serve his master/employer/liege with fanatical devotion. The sentinel will not accept bribes under any circumstances and will fight to the death if no other avenue is open (for instance, if he knows no reinforcements are forthcoming and he is the last obstacle between an enemy and his master). Until the sentinel reaches 8th level, this code does not apply, even if the character was lawful neutral from the start.

A sentinel is initially proficient with only one weapon, but wields that weapon with a bonus of +1 "to hit." The character gains proficiency in one new weapon every three levels thereafter (at 4th, 7th, 10th, and 13th levels), but only attacks made with the first-chosen weapon are eligible for the hit bonus. A sentinel's non-proficiency penalty is -2 — and note again that a sentinel can only use weapons with a speed factor of 6 or lower.

A sentinel makes saving throws as a fighter and is able to use all magic items permitted to that class, except for plate armor and weapons with a speed factor of 7 or higher. No sentinel will use oil in combat, since it is time-consuming and generally unreliable. An evil sentinel might not hesitate to use a poisoned blade; however, all decisions on poison use should be made by the individual DM. A sentinel never has henchmen, and attracts no followers regardless of his charisma score.

### Apprenticeship of a sentinel

To become a sentinel, an aspiring apprentice must first serve under a sentinel of not less than 5th level for a term of 3-5 years. During this time, the pupil (who is neither a henchman nor a follower in the literal sense) will perform menial tasks for the mentor and at the same time receive instruction in how to observe the nature of people, how to sharpen his senses of perception and observation, and how to perform the art of parrying. At the end of the apprenticeship, the mentor will turn the new sentinel (now a 1st-level Observer) over to the mentor's own employer, who will place the newcomer in a probationary job, either where the mentor works or at another allied location.

After one year of probationary service, the new sentinel will be granted a permanent placement in the employer's household, if the master is pleased with the newcomer's performance. If the master is displeased, he will either sell the sentinel's service to another employer or simply turn the newcomer loose to fend for himself.


An aspiring sentinel who successfully gets through the training and apprenticeship period will be guaranteed a place of employment in which he will be treated well and in which he will be able to perform to the best of his ability. This good treatment for services rendered is the main reason why sentinels are so loyal (and become fanatical about it as they rise in levels); in turn, this devotion helps keep sentinels in good standing with owners of estates, nobility, and other men of means who have valuable and important possessions — including themselves — to be guarded.

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# The SMITH

## Test the metal of this NPC

by  
Ed Greenwood

This suggested non-player character type is designed to represent the powers and limitations of any metalworker encountered in an AD&D™ setting, and in particular to quantify the skills of those rare individuals who can create works of exquisite beauty and lasting durability, or even work successfully with magic.

A smith must be human, and will usually be a member of one of the official character classes (fighter, thief, etc.) in addition to having status as a smith. (A dwarven or gnomish smith, or any other sort of non-human character, can be roughly equated to the levels and skills of the smith as given here, but these characters possess other abilities unattainable by a human smith.) A smith may not advance in his or her "primary" class while practicing smithywork, however: The profession is too time-consuming to allow an individual to "keep his hand in" another specialized activity at the same time.

The sole exception to this occurs if the character is involved in armed combat. A smith who actively practices with and uses his weapons engages in battle (when it occurs) as a fighter, and gains one level of fighter ability for every four smith levels advanced. When a smith engages in combat for the first time, he will begin as a 1st-level fighter, regardless of his present smith level, and will reach the 2nd level of fighting ability only after gaining four additional levels as a smith. Note that no tutoring is required for this fighter advancement, beyond what is necessary to advance as a smith.

A fighter who opts to become a smith, on the other hand, retains his present fighter level in combat, gaining an additional level only after gaining four smith levels. A smith who has no other class fights as a 1st-level fighter.

A smith, unlike other "normal" fighters, can use *any* weapon of a type he has made proficiently. A smith who also belongs to another class besides the fighter class (and its subclasses) may manufacture, but not use, weapons forbidden to the "primary"

class. (For example, a smith/cleric could forge, but not use, a sword.) A smith who is also a member of another class gains 1 hit die (of the type allowed for the other class) only when advancing in that other class. A smith who has no other class begins with one 10-sided die and gains 2 hit points per smith level advanced thereafter.

Smiths are always busy, rarely unemployed, and usually wealthy. Their expenses (i.e., the purchasing of metal, the construction and upkeep of a workshop and forge) are high. A smith must have a minimum strength of 12 and a minimum dexterity of 13. High intelligence is also useful, and the best smiths have high scores in all three abilities. Smiths may be of any alignment. Most independent smiths (those having no other class) tend toward a neutral alignment and will make goods, including weapons, for customers of all alignments, causes and interests.

SMITHS TABLE 1

| Exp. points     | Exp.<br>level | Level title           |
|-----------------|---------------|-----------------------|
| 0—1,500         | 1             | Prentice              |
| 1,501—3,000     | 2             | Journeyman            |
| 3,001—6,000     | 3             | Hammerman             |
| 6,001—9,000     | 4             | Millman               |
| 9,001—15,000    | 5             | Locksmith             |
| 15,001—21,000   | 6             | Smith ("Truesmith")   |
| 21,001—33,000   | 7             | Smith ("Shieldsmith") |
| 33,001—45,000   | 8             | Smith ("Finesmith")   |
| 45,001—69,000   | 9             | Smith ("Swordsmith")  |
| 69,001—93,000   | 10            | Master Smith          |
| 93,001—141,000  | 11            | Armorer               |
| 141,001—189,000 | 12            | Master Armorer        |

96,000 experience points per level for each additional level beyond the 12th.

**How smiths learn their trade**

The training and advancement of smiths is only standardized in areas where strong, stable guilds exist. Elsewhere, smiths learn by working for those who can teach them new areas or techniques of their craft. Knowledge can be learned in any order; that is, a dwarf could give a 1st-level smith (or an ordinary 0-level peasant, for that matter) the secrets of properly working mithril, but to apply this knowledge, the smith would have to wait until his craftsmanship had sufficiently advanced. This craftsmanship — the learning, practice, and honing of skills — must be acquired in a certain order, building on what has previously been mastered. If a smith cannot find a tutor for any particular field of the craft, he or she cannot advance. Most smiths never advance beyond the 5th level of experience. Experience points are awarded to a smith by the DM on the basis of such training, according to the variety and difficulty of work undertaken by the smith (and success thereof, if any), and on the basis of time spent at the craft. For example, a busy smith might gain 2 experience points per working day, plus awards for exceptional workmanship, artful or elegant designs and solutions, and for other circumstances at the DM's option.

Smiths are usually too busy to tutor others unless such apprentices can be of help in the workshop, and they can contribute money or materials (raw metal or weaponry) to the smith's business.

**SMITHS TABLE 2**

(percentage chances for outstanding performance)

**Experience level of smith****1 2 3 4 5 6 7 8 9 10 11 12**Exceptional workmanship (per item made):<sup>1</sup>5 10 15 20 25 30 35 40 45 50 55 60<sup>2</sup>

Artful or elegant design, or solution to design problem

(per project undertaken):<sup>3</sup>2 4 6 8 10 12 14 16 18 20 22 24<sup>4</sup>

<sup>1</sup> — Add a modifier of +3% per point of smith's dexterity over 16. If the roll is successful, the item made will clearly be of exceptional quality to even a cursory examination, and can be sold for more than the usual value. Such an item is also suitable for use in an *Enchant An Item* spell (to become an enchanted weapon), since it is "crafted of the highest quality material and with the finest workmanship." If the item is a weapon, a second roll should be made on the table, and if this roll is successful, the weapon is of such extraordinary quality as to make it +1 on damage. (It can be enspelled with further powers by a spellcaster, but a smith — and only a smith — by his arts can give such a weapon only a +1 damage bonus, plus the extraordinary balance, sharpness, strength and durability this includes.)

<sup>2</sup> — Increases to a maximum chance of 65%, attained at 13th level.

<sup>3</sup> — Add a modifier of +4% per point of smith's intelligence over 16. Success on this roll can indicate that the smith will receive an experience-point bonus for the project in question (as mentioned in the text above), and/or that the item produced will be higher-priced than a "non-elegant" item of the same type, and may have other ramifications as well, at the DM's option.

<sup>4</sup> — Increases 2% per level to a maximum chance of 36%, attained at 18th level.

**Smiths' skills by level**

Prentice: First-level smiths are usually trained by higher-level smiths; a Prentice usually receives no wages, and works in a smithy for room and board, learning his trade from others there. (Some famous smiths in large cities can even charge a Prentice — or his family — a fee for such an arrangement.) A Prentice is so named because his skills are so rudimentary that he could not go into business on his own. Usually a Prentice masters one specific task (since that is how he can be most useful at a large

smithy), and acquires the basics of his trade: how to identify metals, and how they differ; how a fire is properly made, lit, and kept at a certain temperature (and what different fires are needed for different tasks); and how to identify the work of various smiths by their marks and workmanship. A Prentice of even a month's experience can correctly identify the various pieces that make up armor, even when such a piece is alone, out of context, or fragmented or distorted by use.

*Journeyman:* At second level, a would-be smith is trained in all basic types of smithywork, rather than the single task concentrated on before. (A Journeyman can thus be useful at any smithy and, as the level title implies, many of them travel about and hire on where needed.) Specific skills gained are the rudiments of cold-working ("hammerwork"); how to correctly hold work while another strikes it, so that it will not slip or jump; the art of quenching; how to mix and refine oil (by filtration and separation) for the best tempering, and similar tasks. A Journeyman can properly — or improperly, if he so chooses — shoe a horse. (A favorite trick played on travelers by unscrupulous smiths in medieval times was to shoe a horse so that one of the nails pricked the sensitive frog in the center of one of the horse's hooves. About five miles from the smithy, the beast would pull up lame — and an accomplice of the smith would be waiting to buy the horse for a fraction of its true value. After the nail was removed, the horse would recover, but few travelers knew this, or had the time to wait for the beast's recovery. A Journeyman or any higher-level smith can shoe a horse in this manner, so that the shoe will appear properly fitted to anyone but another smith of equal or higher level.)

*Hammerman:* In a large workshop, the Hammerman's job is to shape large plates of armor over molds by the use of various hammers. Precise control of the heavy hammers is required to deftly bend metal to the desired contours. A Journeyman of sufficient experience can advance to the level of Hammerman by learning this skill, plus gaining both knowledge of, and practice in, the ways of cutting or splitting metal plates. It is at the third level of training that a smith is entrusted with "white" metals, copper and tin. They are both more delicate (harder to work without failure) and more expensive than the "black" metals — chiefly iron, although lead and others are included — so special training is required. (This is how the term "blacksmith" originated. "Whitesmith" is a title that fell into disuse long ago, in favor of the more specific "coppersmith," "tin-smith," and the like.)

*Millman:* In a large smithy, the Millman has the task of polishing, oiling, and otherwise preparing metal to give it a finish. A Hammerman who gains the requisite experience points to advance to fourth level must also learn about the difficult techniques of finishing metal to advance further. (Some smiths consider finishing "an art all its own.") Many smiths never attain this level, because the training is typically long and expensive — if a tutor can even be found.

*Locksmith:* The term "locksmith" today refers to the detailed manufacture and repair of devices largely unknown in medieval times. The medieval locksmith was concerned with fastenings, catches, and hinges as well as keylocks. As defined for use in the AD&D game, a Locksmith's skills are required for the making of armor or any metallic device which must bend, flex, or move readily. A Locksmith can make lockpicks, chests, chastity belts, and sword-harnesses (scabbards, cross-belts, buckles and ornaments for both, and the like), as well as locks. The locks may have needles or scything blades to protect them, and may have hidden catches or require more than one key to be used in a certain order — but all such locks will be only key-activated devices, not "combination" locks or otherwise guarded in nature, and cannot (unless made under the first-hand, continuous direction of a magic-user of sufficient level) involve magic. Only smiths of 13th or higher level have been known to produce unique locks involving magic and combinations.

**Smith ("Truesmith"):** Upon reaching this level, a smith can perform all of the skills already learned without supervision or assistance, and yet produce top-quality work. He or she can also supervise, oversee, and handle the minutiae of a large, specialized smithy crew, and is familiar enough with metals and working them to improvise an alternative to some missing tool or method. A Truesmith can buy supplies without fear of being deceived as to the type or quality of metal, can step in at a moment's notice to successfully complete a partly finished task in any of the specialties already learned, and (with supervision) can accomplish the skills learned fully at later levels.

**Smith ("Shieldsmith"):** A Hammerman can create a shield that appears to be of professional quality, but there is an art to making the best possible shield for any bearer. A Shieldsmith learns how to match a shield to an individual by weight, dimensions, and balance, and through training and practice learns the specific properties of different metals and common alloys (such as bronze) so as to derive maximum strength and durability from them. A shield must stop a blow, and spring with it so that the wearer's arm beneath the shield need not absorb the entire force of the blow. It must not crumple or shatter, even in conditions of extreme temperatures, unless faced by strength vastly greater than that of another human. (For instance, a dragon might crush a well-made shield, but a footman wielding a mace should not be able to.) A Shieldsmith can create such an item. Shields made by smiths of lower levels may not stand up to such severe tests.

**Smith ("Finesmith"):** Knowledge of the properties and the working of gold and other rare and precious metals is learned by one becoming a Finesmith. Jewelry requiring intricate settings, much curved and welded wire, and the sculpting of leaves or patterns, usually in miniature, is almost always made by a smith of this level or higher, or at least under the supervision of such a smith. Work not done under these conditions will be of lesser quality. A Finesmith learns how to securely bond a plating or coating of one metal over another, which metals will interact through electrolysis, and how all finework can be designed and treated for maximum strength and weather resistance. Gauntlets of the finest quality are made by smiths of this level and higher.

**Smith ("Swordsmith"):** A Finesmith who has gained sufficient experience with metals and alloys can be trained in the techniques of smelting, of devising one's own alloys (or at least varying the proportions and methods of manufacture to heighten the properties desired), and of forging sword blades of the finest quality (considering balance, temper, edge, and strength). These are the skills of the Swordsmith, who may re-forging a blade a hundred times until it is just right for its intended user. A lowly Prentice can sharpen a blade, a Journeyman can produce a crude sword, and a Truesmith can turn out a serviceable weapon — but a Swordsmith can produce blades of outstanding, lasting quality.

**Master Smith:** A Swordsmith of sufficient experience learns the most intimate familiarity with all weapons, and is then ready to learn the techniques of repairing even the finest weapons to "good as new" condition, and of replacing and matching ornamentation exactly. A Master Smith also learns and practices the art of creating and repairing magical weapons in such a way as to infuse a dweomer or retain an existing dweomer. (Note that very few smiths, if any, can *Enchant an Item*. Smiths merely work with a magic-user patron to create a weapon that will be magical, or repair magical weapons in such a way that their magic is not lost.)

**Armorer:** A crude suit of armor (that is, coat-of-plate or any armor that includes some moving or shaped plates, rather than a simple mail-shirt) can be fashioned by any smith of the 6th level or higher. The plates will not stand up to heavy blows unless their maker has the skills of a Shieldsmith or a smith of higher level, and the armor will not fit the wearer as armor

should (providing optimum mobility, visibility, and protection) unless the smith is of Armorer level. (However, adequate horse barding can be made by a Shieldsmith. Extra body-plates for use in tilting can also be made by a Shieldsmith, as long as they do not require joints or flexible armored areas.) An Armorer can design and fashion all pieces of a suit of armor so that the suit will fit a particular physique perfectly (including bodies that are deformed or have tails, horns, and the like not normally found in a human form), and can oversee the rapid production of helms, shields, and breastplates by smiths of lower level.

**Master Armorer:** A smith of 12th level can identify raw ores, smelt and process these singlehandedly (or oversee the process, with maximum efficiency and quality of output) from the ore to finished product, can judge the suitability of any ore for a particular use, and can oversee the making of suits of armor by other smiths (even if they are of low level and could not, unaided, construct such items). The Master need never touch such suits, but if he oversees their production closely, their workmanship will be of Armorer-level quality. A Master Armorer can himself construct armor with unusual features; e.g., with decorative fluting to lighten overall weight, studded with spikes, or armor designed to protect — and yet not hamper the movements of — a prehensile tail.

As a rough rule of thumb, a Truesmith can work (that is, complete a project from the initial order or idea to the finished product) twice as fast as a Prentice, a Master Smith twice as fast as a Smith, and a Master Armorer twice as fast again. In practice, of course, factors such as strength, dexterity (and the advances of age), availability of materials, and freedom from distractions all affect the time needed to complete a project. Master Armors (all smiths of higher than 11th level) have mastered their craft so completely that any experimentation and innovation they attempt has a reasonable chance of success; a Dungeon Master should keep careful track of advances (or losses, should high-level smiths die without training others in their knowledge and skills) in technology resulting from the work of a Master Armorer.



Source: *Dungeoneers Survival Guide*, page 25

**Blacksmith:** A character with blacksmith proficiency is capable of making tools and implements from iron. Use of the proficiency requires a forge with a coal-fed fire and bellows, as well as a hammer and anvil. The character cannot make armor or most weapons, but can craft crowbars, grappling hooks, horseshoes, nails, hinges, plows, and most other iron objects.

A blacksmith is also capable of making a limited collection of weapons, primarily hammers and maces. He can make a weapon provided that it does not have a sharp edge or sharp point.

Table 12: WEAPON MAKING

| Weapon           | Construction Time | Material Cost |
|------------------|-------------------|---------------|
| Arrowhead        | 1-2/day           | 1 cp          |
| Battle Axe       | 10 days           | 10 sp         |
| Hand Axe         | 5 days            | 5 sp          |
| Dagger           | 5 days            | 2 sp          |
| Crossbow, heavy  | 20 days           | 10 sp         |
| Crossbow, light  | 15 days           | 5 sp          |
| Fork, trident    | 20 days           | 10 sp         |
| Spear, lance     | 4 days            | 4 sp          |
| Shortsword       | 20 days           | 5 sp          |
| Longsword        | 30 days           | 10 sp         |
| Two-handed sword | 45 days           | 2 gp          |

**Weaponsmith:** This highly specialized proficiency allows a character to perform the difficult and highly exacting work involved in the making of metal weapons, particularly those with blades. The character blends some of the skill of the blacksmith with an ability to work fine detail to create blades of strength and sharpness.

Source: *Dungeon Masters Guide*, pages, 28, 29, 34

**Armorer:** This occupation cares for and manufactures armor and shields. One armorer is always required for every 40 soldiers, or fraction thereof, in the employ of the player character, and only spare time can be spent on the manufacture of items, i.e. that fraction of the normal month not spent caring for equipment of troops can be used to make armor, helmets, and/or shields, prorating time according to the number of men — 0 = 100%, 1-5 = 85%, 6-10 = 70%, etc. This includes the armorer and the apprentices which are assumed to be present and cared for by the cost shown. A workroom and forge costing 310-400 g.p. must be available for an armorer, and the skill of the armorer must be determined if armor is to be fashioned:

01-50 skill level equal to ring, scale, or studded  
 51-75 skill level equal to above plus splint  
 76-90 skill level equal to all of the above plus chain  
 91-00 skill level equal to any sort of armor

If items are to be made, the following times are suggested for an armorer and apprentices working exclusively, assuming a 1 week period in order to set the operation in motion before actual work begins. Armorers occupied for part of the month with caring for the equipment of troops must increase time proportionately.

|                          |         |
|--------------------------|---------|
| banded mail              | 30 days |
| chain mail               | 45 days |
| helmet, great            | 10 days |
| helmet, small            | 2 days  |
| leather armor*           | 10 days |
| padded armor**           | —       |
| plate mail               | 90 days |
| ring mail***             | 20 days |
| scale mail***            | 30 days |
| shield, large****        | 2 days  |
| shield, small****        | 1 day   |
| splinted mail*****       | 20 days |
| studded leather armor*** | 15 days |

\* Requires the services of a leather worker and facilities to boil leather in oil.

\*\* Requires only the services of a tailor (who will be occupied 30 days with the task).

\*\*\* As with leather armor, and a tailor must be employed as well.

\*\*\*\* Requires the services of a woodworker.

\*\*\*\*\* Requires the services of a leather worker and a blacksmith.

N.B. For leatherworker, tailor and woodworker, see **STANDARD HIRE-LINGS**.

The times required to make various types of weapons are listed on Table 12: Weapon Making, along with the approximate cost in materials to make one of the weapons listed.

Players can gain estimates for the times required to make weapons that are not listed here by comparing them to listed weapons.

When the construction of a weapon is completed, the player must make a Proficiency Check. If the check is successful, it means that the weapon created is of very fine quality and will last through many combats. If the check fails, the weapon is still usable, but has a limited lifespan. The weapon breaks and becomes useless if the character wielding it rolls an unmodified 1 on his d20 attack roll.

**Option:** As with the bowyer proficiency, the character can attempt to create a weapon of truly fine quality at some risk if the DM is agreeable. An unsuccessful Proficiency Check means that the weapon is worthless, but a successful check means that a nonmagical weapon has been created that inflicts +1 damage on all successful attacks. If the unmodified Proficiency Check is a 20, the weapon also receives a +1 bonus to all attack rolls.

**Weapon Maker:** A weapon maker is a sort of smith-armorer specializing in the manufacture of high-quality arms. As DM you might desire to divide weapon makers into the three following classes:

BOWYER-ARROWSMITH-FLETCHER  
 SWORDSMITH-DAGGERSMITH  
 WEAPONER GENERAL

The bowyer would fashion any sort of bow, including crossbows, and missiles for same. Swordsmith work would be strictly with all forms of swords and daggers. The weaponer would fashion all weapons not made by the other two classes of weapon makers. As with other hirelings of this sort, the weapon maker must have a forge and a workroom. He or she will have various apprentices which are subsumed in the monthly cost. A weapon maker is necessary to support troops, 1 being required to support each 80 men or fraction thereof. If the weapon maker has free time, he or she can turn out weapons at the rate of 1 weapon per day after an initial start-up period of 1 month. Exceptions to this rate are composite and long bows which require a start-up time of 1 year and are turned out at the rate of 2-5 per month thereafter, heavy crossbows which are turned out at a rate of 15 per month, and swords which are made as follows:

|                   |          |
|-------------------|----------|
| scimitar          | 10/month |
| sword, bastard    | 8/month  |
| sword, broad      | 15/month |
| sword, long       | 12/month |
| sword, short      | 20/month |
| sword, two-handed | 5/month  |

Scabbards for all swords will have to be manufactured by a leather worker of some sort. Location of a weapon maker willing to take service with any player character should be difficult.

**Dwarven armorers** are twice as efficient but cost three times as much, and they will not generally labor for anyone beyond 1 year of service. **Gnomish armorers** are one and one-half times more efficient than humans and cost twice as much. Dwarves add 25% to skill level roll, gnomes 10%. **Elvish armorers** cost five times the normal rate, and they will fashion only normal chain mail for sale, but it is of the highest quality, and they make it in half the time a human would.

**Blacksmith:** There must be a blacksmith in any stronghold, and he and his assistants can care for the needs of up to 40 men or horses. Another smith is required for each additional 160 men or horses or fraction thereof. Besides the usual duties (horseshoes, nails, hinges, and miscellaneous bits and pieces) a hired smith can turn out some weaponry each month (each must have a workroom with bellows and forge):

30 arrow heads or quarrel tips, or  
 10 spear heads, or  
 5 morning stars, or  
 2 flails or pole arm heads

**Dwarven smiths** are three times more efficient and cost ten times as much.

**Gnomish smiths** are twice as efficient and cost four times as much.



# A "split class" for nimble characters: the Thief-Acrobat

by Gary Gygax

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This time, rather than reveal a new sub-class such as the Barbarian, I thought the Enlightened Readership of this splendid vehicle might enjoy another concept. What you are about to read is the information so far developed pertaining to a split class. This is a first: To my knowledge, such a possibility has not been expressed before in any similar game system. There is nothing similar to it in the AD&D™ game system, although choosing to change from one profession to another is not too unlike the idea. Let us then get to the business at hand. I bring you, without further ado, the official new split-class for thieves.

## THE THIEF-ACROBAT

Any thief character with a minimum strength of 15 and a minimum dexterity of 16 may decide to forgo normal thievery to become a specialist, a Thief-Acrobat. The thief then leaves off all practices which increase his or her manual dexterity and begins a regimen of physical exercise in order to build coordination, muscle tone, and balance. This program of gymnastics precludes any further progress in the following skills:

|                      |                                  |
|----------------------|----------------------------------|
| <i>pick pockets</i>  | <i>find traps</i>                |
| <i>open locks</i>    | <i>remove traps</i>              |
| <i>read language</i> | <i>read magic (never gained)</i> |

Skills ended at 5th level, while no longer improving, are not forgotten, so they remain at the level (5th) which the thief was when he or she began to specialize in acrobatics in conjunction with his or her profession.

## Character abilities

Thief-acrobats with a strength of 16 or better and a dexterity of 16 or better add a 10% bonus to earned experience.

Strength Table III: Adjustments for Thief-Acrobat

| Strength score | Bonus for: |                     |                    |
|----------------|------------|---------------------|--------------------|
|                | High jump  | Standing broad jump | Running broad jump |
| 16             |            |                     | ½'                 |
| 17             | ¼'         | ¼'                  | 1'                 |
| 18             | ½'         | ½'                  | 2'                 |

Note regarding Strength Table III: All bonuses are used to adjust the Thief-Acrobat Function Table detailed later. The adjustment for strength, plus racial adjustments, are added to the base chance for success or function maximums found there.

Dexterity Table III: Adjustments for Thief-Acrobat

| Dexterity score | Tightrope walking | Bonus for:    |        |                   |         |
|-----------------|-------------------|---------------|--------|-------------------|---------|
|                 |                   | Pole vaulting | Attack | Tumbling: Evasion | Falling |
| 16              | 5%                | —             | 1%     | 2%                | —       |
| 17              | 10%               | 5%            | 2%     | 3%                | —       |
| 18              | 15%               | 10%           | 3%     | 5%                | 5'      |
| 19              | 20%               | 15%           | 4%     | 8%                | 10'     |

Note regarding Dexterity Table III: All bonuses are used to adjust the Thief-Acrobat Function Table detailed later. The dexterity bonuses here are added to the base chances for success or function maximums found there. Racial adjustments must also be made.

## Race of thief-acrobat characters

A member of any character race may opt to specialize as a thief-acrobat.

Character Classes Table II (Addition):

### Armor & Weapons Permitted

| Class of character | Armor    | Shield   | Weapons/Oil/Poison   |
|--------------------|----------|----------|----------------------|
| Thief-Acrobat      | as thief | as thief | as thief, plus staff |

## The Thief-Acrobat

Upon gaining sufficient experience points to achieve 6th level ability as a thief, the character desiring to specialize as a thief-acrobat must seek out a character already in this profession to train him or her. The established thief-acrobat must be of at least 10th level. It will require 6 full weeks of training to learn the basic skills needed to begin active practice of the special profession of thief-acrobat. Except as noted, the specialization procedure is otherwise the same as that for a regular thief.

The primary functions of a thief-acrobat are: 1) *tightrope walking*; 2) *pole vaulting*; 3) *jumping*; and 4) *tumbling*. In addition to these functions, the thief-acrobat retains the abilities to *move silently*, *hide in shadows*, *hear noise*, and *read languages* which he or she acquired through 5th level of the standard thief profession. Although the ability to read magical writings is never gained, the ability to *climb walls* is still increased according to experience level.

*Tightrope walking* assumes that the character will use this means to cross from place to place. The skill allows ascent up a rope or beam of about a 45° angle (maximum) or descent at a slightly steeper angle, all while upright and with hands free (in general). This is accomplished by balance, muscle coordination, and superb reflexes.

*Pole vaulting* includes any jumping which employs a leverage device to assist the individual in gaining height from momentum; i.e., a teeter board or springboard might serve as well or better than a pole in some cases. It will help to get quickly to the top of or over obstacles. It requires strength, dexterity, and practice to improve.

*Jumping* includes all sorts of unassisted leaps — high jumping and broad jumps (both from a standing and a running start) being important here. The skill requires coordinated strength and continual practice.

*Tumbling* assumes all sorts of gymnastic skills — tumbles, rolls, jumps, handstands, and so on. These routines are then used in attack, defensive evasion, and in jumping/falling.

| Character level | Tightrope walking | THIEF-ACROBAT FUNCTION' TABLE (plus racial adjustments) |              |                |         |        | Tumbling: Evasion | Falling |
|-----------------|-------------------|---------------------------------------------------------|--------------|----------------|---------|--------|-------------------|---------|
|                 |                   | Pole vaulting                                           | High jumping | Broad jumping: |         | Attack |                   |         |
|                 |                   |                                                         |              | Standing       | Running |        |                   |         |
| 6               | 75%               | 9'                                                      | 4'           | 4'             | 8'      | 6%     | 10%               | 25%/10' |
| 7               | 80%               | 9½'                                                     | 4¼'          | 4½'            | 8½'     | 7%     | 15%               | 50%/10' |
| 8               | 85%               | 10'                                                     | 4½'          | 5'             | 9'      | 8%     | 20%               | 75%/10' |
| 9               | 90%               | 10½'                                                    | 4¾'          | 5½'            | 9½'     | 9%     | 25%               | 25%/20' |
| 10              | 95%               | 11'                                                     | 5'           | 6'             | 10'     | 10%    | 30%               | 50%/20' |
| 11              | 100%              | 11½'                                                    | 5¼'          | 6½'            | 10½'    | 11%    | 35%               | 75%/20' |
| 12              | 100%              | 12'                                                     | 5½'          | 7'             | 11'     | 12%    | 40%               | 25%/30' |
| 13              | 100%              | 12½'                                                    | 5¾'          | 7½'            | 12'     | 13%    | 45%               | 50%/30' |
| 14              | 100% <sup>1</sup> | 13'                                                     | 6¼'          | 8'             | 13'     | 14%    | 50%               | 75%/30' |
| 15              | 100% <sup>1</sup> | 13½'                                                    | 6½'          | 8½'            | 14'     | 15%    | 52%               | 20%/40' |
| 16              | 100% <sup>2</sup> | 14'                                                     | 7'           | 9'             | 15'     | 16%    | 54%               | 40%/40' |
| 17              | 100% <sup>2</sup> | 14½'                                                    | 7½'          | 9½'            | 16'     | 17%    | 56%               | 60%/40' |
| 18              | 100% <sup>3</sup> | 15'                                                     | 8'           | 10'            | 17'     | 18%    | 58%               | 80%/40' |
| 19              | 100% <sup>3</sup> | 15½'                                                    | 8½'          | 10½'           | 18'     | 19%    | 60%               | 20%/50' |
| 20              | 100% <sup>4</sup> | 16'                                                     | 9'           | 11'            | 19'     | 20%    | 60%               | 40%/50' |
| 21              | 100% <sup>4</sup> | 16½'                                                    | 9'           | 11'            | 20'     | 20%    | 60%               | 60%/50' |
| 22              | 100% <sup>5</sup> | 17'                                                     | 9'           | 11'            | 21'     | 20%    | 60%               | 80%/50' |
| 23              | 100% <sup>5</sup> | 17½'                                                    | 9'           | 11'            | 21'     | 20%    | 60%               | 20%/60' |

**Racial adjustments:**

|          |      |     |     |      |     |      |      |      |
|----------|------|-----|-----|------|-----|------|------|------|
| Dwarf    | -5%  | -2' | -1' | -2'  | -3' | +10% | +5%  | —    |
| Elf      | +10% | —   | —   | —    | -1' | —    | +5%  | +5%  |
| Gnome    | —    | -2' | -1' | -1½' | -4' | +5%  | +5%  | —    |
| Half-elf | +5%  | —   | —   | —    | —   | +5%  | —    | —    |
| Halfling | —    | -2' | -1' | -1½' | -4' | +5%  | +10% | +5%  |
| Half-orc | —    | —   | —   | —    | —   | —    | —    | +10% |

<sup>1</sup> — Includes the ability to carry up to 1,000 g.p. weight/encumbrance in addition to normal load, or handle a moderate wind with no penalty to the chance for success.

<sup>2</sup> — Includes the ability to carry 1,000 g.p. weight/encumbrance in a moderate wind, or carry up to 2,000 g.p. weight/encumbrance, or handle a strong wind.

<sup>3</sup> — Includes the ability to carry up to 2,000 g.p. weight/encumbrance in a moderate wind, or 1,000 g.p. weight/encumbrance in a strong wind.

<sup>4</sup> — Includes the ability to bear up to 3,000 g.p. weight/encumbrance or as in <sup>3</sup> above

<sup>5</sup> — Includes the ability to carry up to 2,000 g.p. weight/encumbrance in a strong wind or bear up to 3,000 g.p. weight/encumbrance in a moderate wind, or bear up to a maximum of 4,000 g.p. weight/encumbrance.

**THIEF-ACROBAT TABLE I****Experience**

| Experience points | Level | Level title                       |
|-------------------|-------|-----------------------------------|
| 20,001 — 45,000   | 6     | Burglar-Acrobat                   |
| 45,001 — 75,000   | 7     | Second-Story Thief                |
| 75,001 — 125,000  | 8     | Cat Burglar                       |
| 125,001 — 180,000 | 9     | Master Cat Burglar                |
| 181,001 — 250,000 | 10    | Thief-Acrobat                     |
| 250,001 — 500,000 | 11    | Master Thief-Acrobat              |
| 500,001 — 750,000 | 12    | Master Thief-Acrobat (12th level) |

250,000 experience points for every level beyond the 12th.

The correct procedure for determining falling damage in the AD&D game system is to roll 1d6 per 10' fallen, *cumulative*. Since a falling body accelerates quickly, the damage mounts geometrically: 2d6 for the second 10 feet fallen, 3d6 for the third 10 feet, etc.

The maximum of 20d6 is therefore reached after a fall of approximately 60 feet for most characters. A thief-acrobat can often fall further distances, but the same 20d6 maximum should be applied.

The rationale behind this system will be discussed in the next issue (#70) of DRAGON™ Magazine.

*Notes regarding Thief-Acrobat Function Table:* Where applicable, roll percentile dice to determine success or failure of an attempt. Scores must be not greater than the percentage generated in order to be successful.

*Tightrope walking* assumes that the character will be traveling no more than 60' distance. Movement rate is 60'/round. If distance is greater than 60', then additional checks must be made. Moderate winds decrease chance of success by 10%, strong winds by 20%. In strong, gusty wind conditions there is *always* a 5% chance of failure. In non-windy conditions, a balance pole increases the chance of success by 10%. Failure to perform successfully means that the character falls to the area below, taking damage accordingly.

*Pole vaulting* requires at least a 30' running start and a pole of at least 4' greater height than the vaulter. The pole is dropped when the vault occurs. The vaulter can land on his or her feet atop a surface of 1/2' less height than the maximum height of the pole vault if so desired, assuming such a surface exists. Otherwise, the vaulter lands, tumble-rolls, and is on his or her feet in 1 segment.

*High jumping* requires at least a 20' running start. The high jumper clears the obstacle in a near-horizontal position but lands on his or her feet. If some elevated step, or a series of such steps, enables the character to maintain rapid motion, he or she can then high-jump from such an elevated position just as if doing so normally. Alternately, the jumper can opt to land atop some higher surface. This surface must be no more than 4' above the level from which the jump is made, or 2' under the maximum height for normal high jumping, whichever is the

greater. In either case, the thief-acrobat lands on his or her feet in 1 segment.

*Broad jumping* is self-explanatory. A jump of any sort requires but a single segment to accomplish. A running broad jump requires a run of at least 20'. In standing jumps, the thief-acrobat can leap forward up to the maximum distance, or backward up to half the maximum distance, in order to attack or avoid being in attack range, if this is deemed possible by the DM. All jumps assume the character will land on his or her feet. If the character wishes to leap in an extended position, 2' of additional distance can be gained, but the character will then land prone and take 2 full segments to get back on his or her feet. A 3' extension can be attempted, but this has a 25% chance of failure and a 3-segment period of recovery; a 4' extension has a 50% chance of failure and a 4-segment recovery; a 5' extension has a 75% chance of failure and a 5-segment recovery period.

*Tumbling* routines have the following benefits: *Attack* adds the indicated percentage to the character's chance for success in hand-to-hand combat involving grappling, pummeling, etc.

*Evasion* enables the character to opt to evade attacks directed at him or her — just as a magic resistance would work with respect to magical attack forms directed at the individual (or a relatively small area, such as a few square feet, from which the thief-acrobat could easily remove himself or herself), or from melee combat — in the case where the thief-acrobat has the initiative, but only in this case. In any event, the chance for success cannot exceed a base of 60%, adjusted for dexterity and/or race. Evasion routines of any sort require 1 segment maximum to perform. *Falling* percentage indicates the chance for the thief-acrobat to take no damage from a fall of the indicated distance. Thus, at 6th level there is a 25% chance that the character will take no damage from a 10' fall. If damage is taken, the converse of the percentage to avoid damage is used to find maximum damage. Again in the case of a 6th level thief-acrobat falling 10' and taking damage, only 75% of normal (1d6) damage, rounded down, is taken. Note that at 9th level it is not possible for a thief-acrobat to take damage from a 10' fall, and it is 25% probable that he or she will take no damage from a 20' fall. Again, only damage from the second portion of the fall's distance would be considered if damage was indicated. Example: A 23rd level thief-acrobat is knocked off a tightrope and falls 60' to the rocks below. No damage would be sustained if the fall were 50' or less, but in a 60' fall the character's body reaches a high velocity, such that unless 20% or lower is scored by the character on a falling roll, he or she will take 80% of the usual amount of damage for a 60' fall, so it is 80% likely that 80% of 6d6 damage would be taken. Falls of a distance longer than the "safe" distance for a particular thief-acrobat add their normal increment of damage dice, regardless of elimination of shorter distances. Thus, in the example above, the 23rd level thief-acrobat falling 70' instead of 60' would suffer 80% of maximum damage for a 60' fall (80% of 6d6), *plus* 100% of 7d6. For an 80' fall, 100% of another 8d6 would be added; the total damage therefore would be 15d6 plus 80% of 6d6.

# LOCKSMITH

Emergency Lock-out Services  
24th hourseth everyst dayeth  
of the weekethedist.  
Verily & Forsoothe L.L.P.

| Thief-Acrobat Weight/Encumbrance Table |                                 |                                      |
|----------------------------------------|---------------------------------|--------------------------------------|
| Experience level                       | Body-associated wt./encumbrance | Additional (carried) wt./encumbrance |
| 6                                      | 450 g.p.                        | 100 g.p.                             |
| 7                                      | 460 g.p.                        | 200 g.p.                             |
| 8                                      | 470 g.p.                        | 300 g.p.                             |
| 9                                      | 480 g.p.                        | 490 g.p.                             |
| 10                                     | 490 g.p.                        | 500 g.p.                             |
| 11                                     | 500 g.p.                        | 600 g.p.                             |
| 12                                     | 510 g.p.                        | 700 g.p.                             |
| 13                                     | 520 g.p.                        | 850 g.p.                             |
| 14                                     | 530 g.p.                        | 1,000 g.p.                           |
| 15                                     | 540 g.p.                        | 1,500 g.p.                           |
| 16                                     | 550 g.p.                        | 2,000 g.p.                           |
| 17                                     | 570 g.p.                        | 2,250 g.p.                           |
| 18                                     | 600 g.p.                        | 2,500 g.p.                           |
| 19                                     | 625 g.p.                        | 2,750 g.p.                           |
| 20                                     | 650 g.p.                        | 3,000 g.p.                           |
| 21                                     | 660 g.p.                        | 3,500 g.p.                           |
| 22                                     | 670 g.p.                        | 4,000 g.p.                           |
| 23                                     | 700 g.p.                        | 4,000 g.p.                           |

*Notes regarding Thief-Acrobat Weight/Encumbrance Table:* The term *Body-associated weight/encumbrance* refers strictly to the clothing, accessories, armor, and weapons of the character. Consider the following example of this for a typical character:

|                                               |                                         |
|-----------------------------------------------|-----------------------------------------|
| Clothing (partial only due to armor)          | 20 g.p. w/e                             |
| Leather armor                                 | 150                                     |
| Boots, soft                                   | 30                                      |
| Belt                                          | 3                                       |
| Belt pouch, large                             | 10                                      |
| Belt pouch, small                             | 5                                       |
| Cloak, hooded                                 | 25                                      |
| Dagger and scabbard                           | 10                                      |
| Short sword and scabbard                      | 35                                      |
| <b>TOTAL</b>                                  | <b>288 g.p. w/e</b>                     |
| Balance for additional equipment and/or loot: | 162 (minimum)                           |
| <b>GRAND TOTAL</b>                            | <b>450 g.p. (maximum for 6th level)</b> |

No more than the indicated weights/encumbrances can be borne by the thief-acrobat at any time if he or she is to be able to perform the functions of his or her class (except for tightrope walking, as outlined in the footnotes to the Thief-Acrobat Function Table). Thus, loot will typically be carried in a hand-held container in order to be quickly rid of it so as to be able to vault, jump, or tumble. No backpack can ever be worn during thief-acrobat activities, other than during tightrope walking. Climbing functions of the thief-acrobat assume that only the stipulated weights/encumbrances will be borne.

The term *Additional (carried) weight/encumbrance* refers strictly to the weight borne when tightrope walking. Since this movement is very slow anyway, such great encumbrance is of no matter as long as it is evenly distributed and properly balanced. Thus, a 14th level thief-acrobat can carry an additional burden of 1,000g.p. weight/encumbrance in tightrope walking, but he or she cannot expect to otherwise move freely during vaulting, jumping, or tumbling routines, or even to climb walls with an extra 100-pound load. At 22nd level, a 400-pound person (perhaps a man in, plate mail) could be carried on the thief-acrobat's back, but only so long as that individual did not move so as to throw the thief-acrobat off balance.

In all other respects the thief-acrobat is treated as a thief. This includes *followers*, *abilities*, *setting traps* (at 5th level of ability, of course), and *gaining experience*.

Thief-acrobats will be a part of the normal thieves' guild if any such characters exist in the territory controlled by the guild. They can be leaders in such organizations, since they are treated the same as a regular thief by their brethren.



# TIME LORDS

## An NPC class for the future, present & past by Lewis Pulsipher

Timelords are the elite military order of a mutated human race. Most members of this race do not differ from normal humans (except that very few are able to cast spells), but a few have mutated enough to be able, with proper training, to manipulate time. An annual competition among 16-year-olds of at least 15 intelligence determines which young men and women will enter the Order of Timelords. They become Time initiates after two years of intensive training and stimulation of the gland which enables Timelords to alter time. Only members of the mutated race possess this gland.

Timelords attack and save using the thief tables. Timelords can use any weapon, just as a fighter, but gain weapon proficiency as a thief. Timelords may use any magic item usable by all classes, plus all rings, potions, and any item which affects time (such as a *Staff of Withering*). A Timelord may not wear metal armor while using his powers, because any large mass of metal near his skin prevents him from calling on his chronal energy. Timelords may use wooden shields at any time, and metal shields subject to the above stipulation. Timelords' hit dice are 6-sided.

As a Timelord advances in experience levels, he experiments and gains powers. His chronal energy also increases, as shown in the accompanying table. Each use of a time-altering power costs one chronal energy point per power level of the ability being employed; the power level also indicates the minimum experience level of Timelord able to use the power. Timelords do not need to memorize powers.

An unwilling target of a Timelord power is allowed a saving throw vs. wands. The time manipulations are not spells and consequently are unaffected by anti-magic spells or devices, though a *Ring of Protection*, for example, would affect the saving throw.

### TIME LORDS

| Exp. points       | Exp. level | 6-sided dice for hit | Level title     | Chronal energy |
|-------------------|------------|----------------------|-----------------|----------------|
| 0 — 2,000         | 1          | 1                    | Timeinitiate    | 1              |
| 2,001 — 4,000     | 2          | 2                    | Timeleader      | 3              |
| 4,001 — 8,000     | 3          | 3                    | Timechief       | 6              |
| 8,001 — 16,000    | 4          | 4                    | Timecommander   | 10             |
| 16,001 — 32,000   | 5          | 5                    | Timemaster      | 15             |
| 32,001 — 50,000   | 6          | 6                    | Timelord        | 21             |
| 50,001 — 100,000  | 7          | 7                    | Timephilosopher | 28             |
| 100,001 — 250,000 | 8          | 8                    | Chronos         | 36             |
| 250,001 — 400,000 | 9          | 9                    | Chronos, 2nd    | 45             |
| 400,001 — 550,000 | 10         | 10                   | Chronos, 3rd    | 55             |
| 550,001 — 700,000 | 11         | 10+1                 | Chronos, 4th    | 66             |

150,000 experience points per level for each additional level beyond the 11th.

Timelords gain 1 h.p. per level, and additional chronal energy points equal to the new level number, for each level after the 11th.

### Chronal powers

**Level One** (usable by any Timelords)

*Hasten Individual* — Range 6" (self possible), duration 11-30 (d20 + 10) melee & rounds. Recipient moves 50% faster, including the gain of three attacks per two rounds if this or a better ability is not already possessed. This effect does not age the recipient.

*Slow Individual* — Range 6", duration three turns. One creature of size S or M may be affected. Victim moves at half speed and attacks every other melee round.

*Move Self Forward in Time* — The Timelord disappears, then reappears some number of rounds later in the same place. He may use other powers while in "limbo," or change weapons, but he must return in the same place. Whatever he is carrying, even another person, goes along with him. He must specify how many rounds forward he will move when he goes; the maximum is two rounds per experience level of the Timelord. (A favorite Timelord tactic is to move forward in time so as to reappear while the hapless adventurers are "looking for treasure," thinking the Timelord has teleported away.)

*Move Object Forward in Time* — Range 6", maximum duration one turn per level of the Timelord. A non-living object not near any living thing — for example, not someone's armor — moves forward in time. Maximum volume is one cubic foot per level of the Timelord.

*See Past of a Place* — The Timelord can see a period of time from the past of the place he occupies — a room, for example, but not an entire dungeon at once. The length of this period of viewing is 10% of the maximum distance into the past the Timelord is able to reach, which is 5 days per level. For instance, a third-level Timelord can see as far as 15 days into the past and can view a time period of 1½ days duration, starting anywhere from 1½ days to 15 days prior to the present time. The Timelord may choose to view the past at an accelerated rate, up to 24 times normal speed (at which rate a day's events would be shown in an hour of actual time). At the DM's discretion, the Timelord may fail to notice details — or perhaps even important facts — depending on how rapidly the scenes of past events are racing through his view.

*See Past of a Person* — This is similar to *See Past of a Place*, but a Timelord must touch the person or being in question. That person or being need not be alive at the time.

*Suspend Animation* — This is similar to the psionic discipline of the same name. The Timelord may suspend himself for a maximum of one week per experience level.

**Level Three** (usable by Timelords of 3rd level or higher)

*Hasten Group* — This is similar to *Hasten Individual*, but from 2-16 creatures may be affected, any or all within a range of 1".

*Speed Individual* — Range 6" (self possible), duration 10-30 (d20 + 10) rounds. Recipient moves 100% faster, including the gain of two attacks per melee round if such an ability is not already possessed. When the duration expires, the recipient is exhausted for an identical length of time, but (as with the *Hasten* powers) is not aged.

*Slow Monster* — This is similar to *Slow Individual*, but affects a creature of any size.

*Slow Group* — This is similar to *Slow Individual* except that 2-12 creatures of size S or M are affected.

*Move Own Group Forward in Time* — A maximum of one creature per experience level of the Timelord, if within a 10-foot radius of him, may be moved forward in time. The maximum interval is two rounds per level of Timelord. Only those willing to go may be affected.

*See Possible Future of a Place* — The Timelord can see a possible future of the place he occupies — a room, for example, but not a castle or a country. The maximum "distance" he may see into the future is a number of days equal to his experience level minus two. The maximum period of time he may view is 1/12 of his maximum "distance," and this viewing may be accelerated as with *See Past*. The DM must select some fairly likely (or not-so-unlikely) event to show to the Timelord. Since the future is a matter of probability, not certainty, it is not necessary for this event to take place when its time comes.

*Age Non-living Matter* — Any matter or substance which is not presently alive can be aged by use of this power. The weight limit is 10 pounds per level of the Timelord, and the maximum amount of aging is 10 years per level of the Timelord. The Timelord must be within 1" of the object of the power. For example, a magic-user's robes (including all the material components stored therein) might be aged to destruction.

*Move Single Enemy Forward in Time* — Range 1", maximum interval one round per Timelord level. The victim reappears at the appointed time, unaware of what has happened.

**Level Five** (usable by Timelords of 5th level or higher)

*Speed Group* — This is similar to *Speed Individual*, but 2-16 beings of size S or M can be affected.

*Slow Group of Monsters* — This is similar to *Slow Monster*, but 2-16 beings of any size can be affected.

*Move Enemy Group Forward in Time* — Range 1". All enemies within 10 feet of the target point are affected. The maximum number which may be affected is equal to the Timelord's level (and remember that all get saving throws); the maximum interval forward is one round per level of the Timelord.

*See Possible Future of a Person* — This is similar to *See Possible Future of a Place*, but the Timelord must touch the person (who must be alive) and the maximum interval forward is a number of days equal to the Timelord's level minus four.

*Age Non-human Living Matter* — Range 1". The Timelord can age any creature which is not vulnerable to a *Charm Person* spell, with a maximum aging of 2½ years per level of the Timelord. Victims are matured physically but not mentally by such aging.

**Level Seven** (usable by Timelords of 7th level or higher)

*Move Spell Forward in Time* — The Timelord may move a spell cast by someone in his party, and which has a physical manifestation (such as a *wall of stone* or a *fireball*) that he has seen before. The spell gets a saving throw as though it were a magic-user of the spell's level. The maximum interval a spell can be sent forward is one round per level of Timelord, divided by the level of the spell (round down to the nearest round).

*Partial Time Stop* — This works like the ninth-level magic-user spell *Time Stop*, but only one creature is affected and a saving throw is allowed.

*Age Humanoid* — Range 1". This power ages anyone subject to a *Charm Person* spell, up to a maximum of 2½ years per level of the Timelord level. This effect may be counteracted by a longevity potion.

*Alter Past* — Range 2". The Timelord is able to attempt to alter some action which occurred in the immediately preceding round. Usually this will amount to someone rolling a saving throw again, or re-rolling an attack or damage die. The DM must ensure that this is a limited power. When the power is used in an attempt to adversely affect an opponent, that character or creature is allowed a saving throw.

*Temporal Stasis* — Range 1". This has the same effect as the ninth-level magic-user spell of the same name.

**Level Eight** (usable by Timelords of 8th level or higher)

*Time Stop* — This is similar to the magic-user spell of the same name, but a saving throw is allowed.

*Superage* — Range 1". By aging the target at a fantastic rate, this power has the same effect as a *disintegrate* spell. However, it can be reversed by another Timelord.

**Level Ten** (usable by Timelords of 10th level or higher)

*Time Stop Group* — This has the effect of the magic-user *Time Stop* spell, but a save is allowed. All affected creatures must be within 1" of the Timelord, and the maximum number which may be affected is equal to the Timelord's level.

### Reversible powers

Only the four aging powers (*Age Non-living Matter*, *Age Non-human Living Matter*, *Age Human*, and *Superage*) can be reversed by a Timelord. The experience level needed to perform the reversed form is one higher than that needed for the non-reversed form. Reversal can affect only a Timelord-caused change so that, for example, the reverse of *Age Human* cannot counteract the effect of a *Staff of Withering*.

Timelords have been conceived primarily as "monsters," not as a non-player aid to adventurers, though on occasion they might prove helpful. Timelords should not be very powerful, but they can be puzzling and surprising to an adventuring party.

A gift from Phant Force...

### Clay of Life

This unassuming lump of clay will just about fit in the hand of whomever holds it, no matter their size.

It is at first cold and will warm to the host body. If kneaded, it will dissolve itself into the host in 1d10 segments. If it is merely held, it will migrate into the host in 1d6 rounds. If carried near the body, Clay will migrate into host in 1d4 turns.

If held and gazed upon, the Clay will shape itself similarly to the host's heart in 1d4 segments, whereupon it will have just merged into the host.

The Clay will have no apparent effect until the host suffers death as defined by the DM (0 HP, -10HP, etc.) Upon this moment, the Clay binds the spirit or soul to it and magical resuscitations are no longer possible.

In 1d10 Turns, the 'dead' host will turn wax-like and transform bodily and fully. The result is that the Player rolls all new Attribute scores, Hit Point totals, new Age, Height, Weight, etc.

All knowledge, levels, XP, etc are retained, though INT and WIS may have changed for better or worse. Any Attribute that falls below a class minimum will stop at that min at DM Discretion. 10% XP bonuses \*could\* be lost going forward!

Pre-existing magical abilities, (+1 to-hit, immune fire, fly, etc) are fully retained. Player race, and/or Alignment are maintained at DM Discretion (suggest no Align penalty if so). A new persona may take some time to fuse per the Player.

When found, the Clay of Life will have 1d12 charges. It will always attempt to migrate into the nearest living creature within one radii of itself. It has no effect upon Undead or non-mortal beings.

There is no system shock nor resurrection roll as the host never 'truly' dies. There is a cumulative 1% chance per 'reformation' of the host that the Clay will fail and eject itself from the body. At that time, the character simply dies and is subject to normal magical revivification scenarios.

Within moments, the Clay will have re-charged itself for the very next person to touch it, excepting for any previous beneficiaries of Clay. Clay once found will only ever benefit one character for 1d12. No more.

XP Value: 500/charge

GP Value: 2,000GP/charge

# Witchcraft Supplement For Dungeons & Dragons

*We received this ms. over 15 months ago, and have been unable to establish the identity of the author. If he or she is reading this, please step forward and receive your just reward. ED*

Its origins long since buried in the mists of time, the full story of witchcraft will never be told, but it is certain that it held deep roots in even the most humble and God fearing of ancient communities. The legendary powers and most secret wisdoms of its members could make an interesting (and lengthy) addition to anyone's fantasy campaigns. Their greatest contribution will be evident in the murky dungeons, where a single witch could make a corridor almost impassable, or an enticing treasure almost unreachable.

Since no witches appear on the wilderness encounter chart, assume on a die roll of 5 or 7 there will be witches present fifty-percent of the time, and the chart's indicated monster on the other fifty-percent (this implies two die rolls). The number of witches encountered will be a factor of terrain, as they were best suited to certain environments, and favored the woodlands and orchards most of all.

Witches will be either Lawful (35% of the time) or Chaotic (65%). If a group is found to be chaotic, the "Order" of every witch must be checked individually with a 12-sided die. A 1-8 implies membership in the Low Order, while 9-11 will indicate she has graduated to High Order, and a roll of 12 means she swears her allegiance to the forbidden Secret Order. Low and High Order witches will mix in a group like warlocks and wizards, but Secret Order witches are a radical strain, and will **never** accompany the other types. If the first die roll is not a 12, assume none of the rest may be a 12 either. Likewise, if the first roll is a 12, all witches present will be Secret Order.

The Secret Order witches are an exception to the table which follows. Secret witches are to be found in lairs 75% of the time; they may be found in ANY terrain (including water), and there will only be one regardless of their location. All other evil witches and the Lawful witches will comply with this table:

| NUMBER APPEARING                                                            | ARMOR CLASS | MOVEMENT IN INCHES       | HIT DICE | % IN LAIR                                     | TREASURE     |
|-----------------------------------------------------------------------------|-------------|--------------------------|----------|-----------------------------------------------|--------------|
| Mts., Desert: none<br>Riv., Swamps: 2-4<br>Clear: 1-3<br>Towns, Woods: 2-13 | 8           | 9 on foot<br>24 on broom | 4-7      | Lawful<br>Witch: 30%<br>Chaotic<br>Witch: 45% | See<br>Notes |

When in her lair, a witch will have available to her the use of every portable magic device in her hoard of magic items. The GM must determine what items are in the treasure, as it may affect the outcome of battle when the lair has been invaded.

## WITCH MAGIC

Witchcraft, including those spells which resemble Clerical or wizard spells, will not effect Djinn, Efreet, or Clerics of any alignment. These 3 character types are immune to witchcraft.

All witches (except for a Priestess) have saving throws equal to warlocks. For your saving throws **against** witchcraft, treat all witch magic as a "spell" on the Saving Throw Matrix.

A good witch may normally perform 7 spells per day from the following table. There is, however, a 4% chance that any good (Lawful) witch encountered is ancient, thereby qualifying her as a Priestess. A Priestess may use the ten ordinary spells daily, and once each week may employ one of her own, more powerful spells. (Be sure to check every good witch encountered for category.)

**WHITE WITCHCRAFT** R = range of spell D = duration (# of turns)

Commune - Cure Light Wounds - Detect Evil - Continual Light - Hold person - Remove Curse - Neutralize Poison

These spells are identical to those of a Patriarch

Sleep - Locate Object - Clairvoyance - Detect Invisible - Invisibility - Polymorph Others - Protection from Normal Missiles

These function as Magic-User spells of the same name

(none of the above magic will affect creatures immune to witchcraft.)

**CALM** R = 7" D = 6

All insects, animals, and man-types within range of the witch's spell will lose their will to fight. Even if engaged in life and death battle, combat will cease immediately.

**SUMMON ELEMENTAL**

The Elemental will have 12 hit dice, and will appear the turn **after** it has been summoned by the witch. If the witch loses her concentration, the elemental simply vanishes.

**REJUVENATION** R = 1"

Affects any one living creature, reducing the physical (game) age by five years. A lawful witch uses this spell to remain forever young and beautiful.

**DISSIPATION** R = 5"

With this spell, a witch may disperse any elemental, any cloud or mist, or any magic wall of stone, iron, ice, fire, thorns, or water (regardless of the level of the spell's caster).

**COMFORT** R = 2" D = 36 (6 hours)

From 1-10 recipients will feel no pain, heat, cold, fear, hunger, thirst, or exhaustion for 6 full hours. This does not negate damage due to poison, fire, weapons, etc., but it will benefit the recipient greatly; it adds +4 to morale, adds +1 to saving throws, eliminates need to eat or rest each hour, and neutralizes effect of fear wand, panic drums, sleep spells.

A Priestess has saving throws equal to an eleventh level wizard. She may daily perform any ten spells from the preceding table, and once each week may employ a single spell from the following list:

## PRIESTESS WITCHCRAFT

**CURE DISEASE** (As with a Patriarch)

**ANTI-MAGIC SHELL** (As with a Wizard)

**YOUTH** Forty game years may be removed from the age of any single living (no undead) creature which is not immune to witchcraft. If desirable, twenty years may be taken from two living creatures, making each 20 years younger.

**INFLUENCE** Any one neutral or chaotic character touched by the witch's hand will be immediately converted to the Lawful persuasion on a permanent basis. This will not affect clerics or undead; use Hit Probability Matrix and common sense to determine if a "touch" has been made. It is **not** necessary to contact the target's skin.

**BANISH ANY ONE CREATURE** that is gravely threatening the life of the Priestess, whether it be undead, clerical, monster, man, or even another Priestess (regardless of alignment) may be instantly banished to hell with no saving throws. This spell is completely infallible and operates at any range and regardless of the precautions taken against it. Even creatures the witch cannot detect may be Banished, as long as they are threatening her life in a direct way.

**ENCHANTMENT** In a single day, any one item of magic from the list of rings, potions, misc. weapons, misc. magic items, or Table A or B witch items may be produced. No wands, staves, or scrolls may be created in this manner. If the Game Master considers a price offer fair, he will allow a player to "hire" the Priestess to make a particular item, but there are conditions. The player must be either Lawful or Neutral, he must pay in advance, and for the 24 hour period he employs her he is bound to protect the witch since she will be in a trade and unable to defend herself.

**SEEK** It has long been understood that a witch has access to unearthly sources of information. With this spell a Priestess may locate any single item, place, or creature (like a super-Locate Object spell) and visual its surroundings. She will be able to describe its location, and tell vaguely what part of the world and what kind of terrain it lies in. The closer she approaches, the more definite she can be of its exact location. She will perform this spell for any Lawful creature at the price of a magic item or 10,000 gold pieces, whichever seems more valuable but the item that you seek must be described to her in great detail or she won't be able to detect it for you.

\*\*\* **BLACK WITCHCRAFT** \*\*\*

A Low Order witch may perform four Minor spells daily, while a High Order witch may use four Minor and two Major spells each day.

\* indicates saving throws are not allowed

R = range in inches (spell may be cast this far from witch)

D = duration of spell or its effects in game turns

## NPC CLASSES, WITCH VO

### MINOR SPELLS

Commune - Detect Invisible - Infravision - Clairvoyance - Clairaudience - Locate Object - Continual Light - Polymorph Self - Polymorph Others - Charm Person - Charm Monster - Protection from Normal Missiles (As with Wizards)

Cause Light Wounds, Darkness\* (As with Anti-Clerics)

Summon Elemental, Dissipation\* (As with good Witches)

### \*PIT R = 5"

A pit 5 feet in diameter and 15 feet deep will form in the ground. If several of these incantations are used in succession, a very deep well may be dug. No horizontal pits may be dug (no tunneling), and if dug in desert sand the pit's walls will cave in on a 6-sided die roll of 1-4.

### \*FIRE BOX R = 7" D = 6

A hollow 10' cube of fire will form about the target creature or object and remain there six turns. It moves with the object it surrounds, and will not suffocate or harm whatever is trapped inside. Anything passing through the fiery wall takes normal damage from fire walls. This spell can be used as a refuge, a prison, a plant killer, ice melter, etc. If the witch uses telekinesis upon the item within, she can "mow down" ranks of enemy troops. Destroyed by cold, rain, or magic.

### DIMINISH PLANT/ANIMAL/MEN R = 10" D = 6

All plants, animals, and men-types in a 10 foot by 10 foot area who fail to make their saving throw will be reduced to 1/2 their original size, with corresponding reductions in range of spells and weapons, in strength and hit dice, and in their movement. Successive uses of this spell may reduce a target to 1/4, 1/8, . . . of its original size.

### \*PLANT ENTRAPMENT R = 5" D = 2

Tree branches, grass, shrubbery, etc. within a 2"x2" square area will clasp at and attempt to hold motionless all living or undead characters within the boundaries of the spell. If ordered by the witch the plants will strangle or disarm the victim, but since this spell imparts no magic strength to the plants, the entrapped have a chance to escape the grip of smaller, non-wood vegetation.

### MAJOR SPELLS

### \*PARALYZING PIT R = 7" D = 3

A pit 10" in diameter and 2" deep (game scale) forms immediately. All creatures falling in must make their saving throw against paralyzation each turn they are in the pit or else be paralyzed until freed by another.

### \*UNDEAD CONTROL R = 10" D = 4

From 1-6 undead characters of any type within a 10" radius of the witch are affected. They will obey her mental commands for 4 turns, but once they go beyond the 10" range this control will be permanently lost. Undead control may be maintained at any range if the witch has a crystal ball with her, but to **establish** the spell the witch must be within 10" of her target characters.

### AGING R = 2"

A living thing will age 20 years immediately. Any amount of cloth, leather, or wood within range will rot in one turn. Just 2 turns after this spell is used a 3'x3' section of 6" thick iron will rust through, and 4 foot thick stone (8'x8' section) will crumble to dust in only 3 turns. Saving throws are applicable for men-types.

### \*CIRCLE OF BLINDNESS R = 7" D = 3

An **extremely** powerful and dangerous anti-sensing spell which prevents all means of detection. All creatures within 25' of the spell's impact point except Djinn, Efreet, Clerics, and witches will be affected (50' circle). This circle counteracts not only normal vision and hearing, but also prevents the functioning of ESP, detect invisible, detect magic or evil, locate object, seek, clrvoy. or clraud., infravision, and wizard's eye. Similarly, the use of medallions, crystal balls, or detection wands, potions, and swords will prove fruitless. The circle is immobile and its victims may blunder out of the affected area, but it provides a witch with a perfect refuge from combat and the spell is just too powerful for the use of "dispell magic".

### \*CURSE R = 1" R = infinite with ESP crystal ball

Any 1 creature or object may be cursed in practically any desired manner (within far-reaching bounds). It is **not** possible to curse a creature with immediate death! A curse will not affect holy items (bibles, crosses, blessed water, clerics, etc.), enchanted or magic items, those creatures immune to witchcraft, or anything which is more than 75% enclosed by silver. A fighter wearing a silver helmet, shield, and plate-armor would be safe, but one with just silver shield or just silver mail

armor would not be. Usually maps, scrolls, and articles of clothing or of furniture are likely targets.

### POISON TOUCH R = physical contact is necessary

This spell is employable in two ways. Any one living creature touched by the witch must make a successful saving throw against poison, or die immediately. If used in the alternate and more devious manner, the first **three** objects handled by the witch (or a 4'x4' section of a flat surface, like a wall or floor) will be permanently contaminated with an undetectable paralyzing-poison. Creatures coming into contact with one of these items with their exposed flesh (note that gloves **will** protect you) must make a saving throw against paralyzation; and if they fail they become immobile and are unable to let go of the poisoned item or wall. After two turns of contact they will die.

Clerics are immune to the paralyzing-poison, as are other "witchcraft-proof" beings, but clerics have no means to detect the contamination. If a poisoned item is identified, a Neutralize Poison spell will make it harmless again. Holy items, silver, and magic objects may not be poisoned by the witch.

A cunning witch will choose her targets carefully (doorhandles, dagger grips, a random ladder rung, tent flaps, bedding, etc. are all likely places to contaminate.) Never let a witch sneak into camp!

### \*CURTAIN WALL R = 2" D = 3 maximum, or until dispelled

Upon graduating from Low to High Order, the first and most useful spell a witch learns is this one. It is a means to summon into existence an extra-dimensional "room".

Upon invoking the spell, a curtain 10' wide appears in the air, floating vertically just off the ground. Behind the drapes is a smooth walled room 10' high and wide and 20' from back wall to front curtain. This, then is the lair of a High witch, and in it she can safely store her treasure, bedding, crystal ball, cauldron and potions, her broom, and her pet "familiar".

After 3 turns, or when sent away by the witch, the curtain fades and its contents are unreachable by anyone but the witch who first summoned it, for every High witch has her **own** curtain, and can invoke no other. It provides a lair, a refuge if attacked, a prison, and transportation. When outside she can only summon it to her location, but if she is **inside** when it fades, she can make it reappear in any location familiar to her (no places unfamiliar to her). It is like teleportation with no risk.

Treasure hunters could try using Charm Person or some other control agent to force her into summoning her lair, but her will is great and two control agents are required **simultaneously!** And remember, her familiar will defend the lair when it appears before you, and a witch has other powers of passive defense (poison touch, curse, etc.).



### SECRET ORDER WITCHES AND THEIR POWERS

Fifty-percent of the primary survivors (players) in my current Dungeons & Dragons campaign are wizards above the 11th level, and about a quarter are lords magically armed (one has accumulated an astounding collection of over 20 enchanted swords!) We had once again reached the point where no ordinary outdoor encounter could present any sort of a realistic challenge. My solution:

witches, particularly those of the Secret Order.

Members of the forbidden Secret Order are fierce and direct when they attack, and a single one may easily destroy a swarm of overconfident or undercautious wizards and soldiers. However, they have certain weaknesses in their make-up which a cunning opponent may exploit. Their most obvious shortcoming is a character flaw: a distrust for disciples and ancient pride brings about their jealously guarded independence from all other witches. A Secret witch is a loner, and will never be encountered in a group of mutually protective members. A well planned counterattack by several magically endowed creatures can quickly overwhelm her one spell/turn capacity.

The Secret witches occupy their long lives in the pursuit of power; and usually will not trouble themselves to attack any creature(s) unless provoked. Still, they cannot tolerate intruders in their lair (a many chambered cave or mine-shaft) or interruptions in their endless experimenting, so anyone who stumbles into a Secret Order witch lair can expect big trouble.

Through the ages a Secret witch develops near-total familiarity with all terrain features and natural elements within several miles of her lair (i.e., she knows by heart every pebble, every leaf, every gust of wind), with the result that it is impossible to surprise her, but she has a 50% chance of sneaking up on you. (If she is not in the lair she will of course lose this advantage.) If your party does not appear hostile she will leave you alone, but if she has surprised you and your party contains a cleric and/or 15 fighting men she feels threatened and attacks.

Secret Order witches have no brooms or crystal balls and no familiar. They may perform 6 Group A and 3 Group B spells daily.

#### GROUP A

Dissipation - Summons Elemental - Seek (as with Priestess)  
 Fire Box - Paralyzing Pit - Undead Control (as with evil Witch)  
 Continual Light - Hold Person - Speak with Plants/Animals - Remove curse - Neutralize Poison - Insect Plague - Cure Serious Wounds - Polymorph Self/Others (as with Patriarch)  
 Detect Invisible - Invisibility - ESP - Clairvoy. & Clairaud. - Fire Ball - Lightning - Water Breathing - Hold Monster - Hallucinatory Terrain - Teleport - Transmute Rock Mud - Growth Plant/Animal - Control Weather (As with wizard)

#### GROUP B (These are not vulnerable to Dispell Magic.)

These awesome spells are the very heart of black witchcraft, the very essence of satanic powers. If a Secret Order witch surprise attacks your party, she will most probably use a spell from this list before trying anything else.

ST indicates a spell's chosen victim is allowed Saving Throws against Witchcraft (treat as a spell).

#### INTENSIFY R = 15" D = 1 turn

Multiplies the power of any one selected natural phenomenon. A cool breeze would become a raging hurricane, the rustle of leaves will create a deafening tumult, a sprinkle of rain turns into flash floods, etc. Only one phenomenon may be amplified with this spell.

#### ST-WITHER R = 7"

All living plants and creatures within a 50' diameter circle (centered at the spell's impact point) will rapidly age and die. In this manner a witch could destroy huge chunks of forestry or men-types, etc.

#### ST-WEIGHT CONCENTRATION/DILUTION R = 10" D = 6

From 1-10 creatures or objects will be affected. The witch may triple a target's weight (making it slower, unable to fly, etc.) or cut it to one-third (strong winds could blow away men, wagons, etc.). The witch may choose her targets at will, and decides how her spell will affect them on an individual basis (she needn't make all heavy or all light).

#### QUAKE R = 50" D = 2 turn maximum (1 if desired)

As the name implies, this spell creates earthquakes or great magnitude. Any patch(es) of ground within the 50" range may be shaken at will.

#### VAPORIZE R = 3"

This spell affects an area the dimensions of Cloudkill. Any rock or mineral matter in the affected area will turn into a thick fog and can be blown away. In this manner pits and caves may be dug quite rapidly.

#### SOLIDIFY R = 3"

The opposite of "Vaporize". The atmosphere takes only one half turn to coagulate, congeal, and then solidify into rock. Creatures caught in the affected area are not crushed, but will be trapped if they don't leave soon enough. This rock is true matter, and will not be affected by Dispell Magic or Dissipation. (Rock is slightly porous, so those trapped may still breathe.)

#### VOLCANIC CIRCLE R = 8" D = 2

This spell creates a circular line of cohesive lava around the witch. It flows outward from her at 4"/turn. (i.e., radius increases 4"/T) As

the circle expands the line remains 10' thick, and will not "thin out" like a rubber band when stretched. Any ground creature caught and "passed under" by the molten rock receives ten dice of damage (unless immune to ordinary fire, in which case no damage is done). Ground already passed over by the circle may be considered safe to walk on.

#### ST-REFLECTIONS D = 2

When invoked this spell creates a shimmering cloud about the witch. For two turns no magic can harm the witch, and any spell, potion, or magic device used against her will return to the attacker (regardless of range). The only spells this cloud will not reflect are Banish, Disintegrate, and certain "sense" magic such as ESP, Detect Evil, Clairaudience, etc.

#### WEAPONS OF THE SECRET WITCH ORDER

In forgotten ages past, in kingdoms unheralded and dead centuries of untold history, a fiery confrontation emerged between witch covens world-wide. The myriad witches of the woodlands and the fields formed an alliance which dominated all other covens. This group forcibly directed the studies of other witches, and great emphasis was placed on the magic of plants and animals, that they might grow stronger still in their respective domains. But there were those who sought darker and more Godly enchantments, pursuing powers of devastation and the very elements. They promised to teach what they learned, to enslave the world of men, and to shape raw power to the ends of witches everywhere. This the alliance would not permit, for power inspires fear, fear of those that have it. Those who allied with the new Secret coven were cast out, and in time only the mountains offered refuge to the members of this radical coven.

History has spoken little of this oven in the past, but a of late these witches have reappeared, and with them the stories of dark sorceries and wicked powers they learned in their centuries of isolation.

secret witch items are the creation of timeless magics, and no ordinary men may use them. Indeed, any Cleric to touch one of these items will meet with instant death, for clerics are disciples of dieties, and the secret witches recognize no power but their own as supreme.

Only a priestess, a High Order evil witch, or a wizard above the 13th level may use these items.

#### 1 • SKULL OF DEATH

A huge charred bejewelled dragon skull to be worn like a helmet. The wearer may mentally command any undead characters (up to three dice in number) at any range. Other powers imbued in the wearer are "The Finger of Death" and "Animate Dead", and these two powers may be used repeatedly. The wearer will regenerate from combat damage at the rate of 5 points/turn, even if killed (unless beheaded).

#### 2 • MOUNTAIN SEEDS

Similar to Hill Seeds in function but much deadlier. When pitched into the air the gloves will swell to the size of a castle almost immediately. With one such seed a wizard could crush armies or destroy a town. They are safest when dropped from above, but can be thrown up from the ground if you are able to use teleportation and escape before it comes down.

#### 3 • LEECH DUST

A satchel of powder employable by any man-type except clerics. When a hand full is thrown (up to 2") it forms a cloud of the same dimensions as Cloudkill! Any living creature it contacts it will adhere to. The ominous name is derived from its ability to absorb blood, diffusing it out of the victim's flesh, arteries, and even the very bone marrow. The moment of contact a creature will begin to grow weak; in two turns he will be unable to fight or use spells, in three he will be paralyzed, and after four turns he will die.

This sadistic powder may only be removed by a sprinkling of holy water (see supply list in book 1). If the victim is freed of the dust before death ensues, he will require a full week of rest to restore his health. Wearing plate armor in the dust cloud prolongs death for two turns.

#### 4 • ASSASSIN'S EYES

These are enchanted eyes obtained from the witch's human victims. They are endowed with many evil powers. In flight they will move 12"/turn and perform the function of a wizard's eye, but at any distance and with no time limits. The eyes are normally invisible and immaterial, allowing them to penetrate any solid barriers, but they must become visible to attack. (When visible they are highly vulnerable to being slashed, burned, crushed, etc.)

To attack they become visible and hover in from of their chosen victim, and anyone accidentally meeting their horrid gaze may not look away. The eyes may then use either a Charm Person spell or Death Ray (victim may use saving throws). If the spell fails to work, the victim has one turn to try killing the eyes before they turn immaterial and return to the witch using them.

#### 5 • WITCH WAND

This wand performs 7 spells each day, doing so for years before the power wanes. It is capable of the following spells; Rejuvenation - Remove Curse - Neutralize Poison - Dissipation - Curse - Cure Light

Wounds - Summon Elemental - Calm - Comfort - Locate Object - Commune - Polymorph Self - Polymorph Others - Pit - Darkness - Diminish Plant/Animal/Men - Charm Person/Monster - Continual Light - Plant Control - and Hold Monster/Person. All of these function as witchcraft spells of the same name (plant control lasts 1 hour).

The wand has additional powers. It acts as a 30' ESP medallion, protection from normal missiles, and shields the holder from Lycanthropes, undead, and elementals like scrolls.

6 • SERPENT BELT

High class snake belt with extra powers: infravision, relays audio and visual, 2 dice of damage to targets, can stretch to 10', may crawl on ceilings, and can disintegrate its way in or out of places (makes 1 inch holes, real scale). Finally, it is invisible and acts as +1 armor when worn.

\* 7 • SEED SATCHEL

A package of 7-12 magic seeds. When dropped upon the ground a certain whispered phrase will cause a seed to "grow" into whichever of the listed features is desirable:

- a) a wyvern, commanded by the one who spoke the phrase
- b) a 10" circular forest, sparse or rain forest type
- c) a near impenetrable wall of thorns 10 feet high and 4 thick. The wall forms a straight line 30' long
- d) an oak-sized flesh eating tree, with many limbs but slow movements
- e) a 50 foot pool of acrid sulphur, 10 feet deep
- f) hollow mound of rock 15' high and 30' in diameter, with a man-sized crack in one wall for passage
- g) a 10 foot deep chasm, 10 across and up to 30' long

The feature or object will disappear in one hour, and the seed may only be used once. No wizard may use this unless instructed by a witch.

8 • HORNET CAPE

With this the appropriate man-type (witch or wizard) may fly at 36" per turn indefinitely. When in flight all flying creatures and monsters (except man-types) within 50 inches will obey the wearer of the cape, but this control is lost when the wearer touches the ground.

Whoever wears the cape may fire as many as three "stings" each turn. A Sting is a bolt of energy with a 7 inch range and will do 3 dice of damage to any creature struck (use Hit Probability Table). As with other witch weapons, the supply of energy bolts is inexhaustible.

Wearing this cape gives protection against normal and magic missiles (but not blades or clubs), and will make the wearer invisible whenever desired (even firing stings).

Earlier, "Potion Cauldrons" were mentioned in connection with objects to be found in a witch lair.

Potion Caludrons are usable only by witches. With this a witch may produce any potion (in the potion list of book 2) in just one game-day. Any potion which is already available may be duplicated at the rate of one duplicate per hour.

Although they are capable, witches will not produce or even sell a Treasure Finding potion unless forced to or offered half the treasure to be found with it. If you choose the latter means of obtaining this valuable elixir, you must sign a blood pledge, and failure to keep your word results in prompt cursing.

All other potions will cost between 500 and 3000 gold pieces (roll a die to establish this price).

## WITCH LAIRS & TREASURE

Every witch owns a Flying Broom (see Misc. Magic list), and when encountered outside the lair will be either flying it (35% of the time) at 4 to 40', or will have it close at hand to escape attackers. For every two witches found outside the lair, there will be one magic witch item among them; and for every three witches present, one will wear some kind of a magic ring.

As a precaution, from one to all of the evil witches encountered out of doors will be accompanied by her "familiar" as a bodyguard (see LAIRS to determine type of familiar). Good witches will only have small birds or fur animals with them, and when an emergency arises will polymorph them into a dragon bodyguard.

LAIRS — If found within their lair, witches will be sitting at a crystal ball table in deep concentration. Determine, before anything else, which of the three types of crystal balls it is (plain, ESP, Clraud.) with a die roll, giving each type an equal chance to be the one chosen.

In this "circle of concentration" they will be heedless of their surroundings until the turn **after** they are attacked or summoned (or 2nd turn of melee). It is quite possible to enter their lair and carry off treasure unobserved. Still, they are not altogether as unprotected as they might appear. In a concentration circle a witch is exerting her full mental capacities, and is immune to all forms of Charm/Hold person, Sleep spells, feeblemind, and control items such as rings, potions, and staves.

Furthermore, each **evil** witch present will have posted her "familiar" on guard duty. Roll a six-sided die to learn the type of familiar each witch owns: 1, 2 - Basilisk 3 - Wyvern 4 - Warlock with 1 ring and 1 wand 5, 6 - one undead character (no vampires). The individual familiars will cooperate to protect the entire circle of witches, and not just their own owner. Good witches will lack this defense.

Finally, every evil witch lair is guarded with some type of curse to be imbued upon the first Neutral or Lawful trespasser (Lawful witch lairs are not curse-guarded). The lairs of good witches will be protected by ordinary manual traps, such as trip-wired crossbows. The referee will have to decide on an appropriate curse or trap before any attacking player enters the lair.

If there are three or more witches in the lair, a "Potion Caludron" will also be present. This will be described at the end of the list of witch items. For every witch in the lair, there will be a Flying Broom present, as in the out-of-doors.

In a lair may be found a) good witches, b) secret witches, c) Low witches, d) a combination of Low and High witches. You will never find a lair with only High witches present (see the Chaotic witch spell "Curtain wall".)

TREASURE — Aside from magic cauldrons, brooms, crystal balls, and a warlock familiar's property, each lair will have secreted in the floor, walls, furniture, rafters, or in nearby tree trunks and buried in herb gardens, several tiny caches of wealth and magic items, guarded by various means.

### Good Witch Lair:

- 1-10 thousand silver pieces (SP)
- 1-4 thousand Gold Pieces (GP)
- 1-10 Gems (Gs)
- 1-8 pieces of Jewelry (J)
- 1-3 Witch Items (WIs)

Protection is barely adequate. Most is wrapped in lead to prevent others from detecting it. A willingness to sell items undoubtedly prevents some magic-greedy people from resorting to violence.

### Low Order Witch Lair:

- 1-6 thousand GP,
- 6-11 GS,
- 1-10 J,
- 1-3 WIS

### Protection:

Mild curses and poison touch supplied by a cooperative High Order witch.

### High Order Witch Lair:

- 11-20 thousand GP,
- 6-11 Gs,
- 1-8 J,
- 1-2 WIS

Protection is assured by hoarding everything in the Curtain room, although multiple control agents can force her to invoke her Curtain Wall.

### Secret Order Witch:

- 1-4 thousand GP,
  - 1-3 Gs,
  - 1-6 WIs,
  - 1 ring,
  - 1-2 "Secret" WIs
- these 1-3 gems are all of superior value,  
i.e. = 5,000 to 500,000

The most direct means to obtain a witch treasure hoard is, of course, to arm yourself with two wizards and a few clerics and tear them apart. Then just find a few expendable men to brave curses, poison, and infinite torture while they go over every inch of the witch lair searching for items and gold.

There are better ways. From a witch of similar alignment you buy. If you ever encounter a group of High Order witches out in the open somewhere, use control spells and potions so they will summon their lair and empty it at your feet. If you expect to meet Low Order witches, hire a dozen "expendables" and arm them with swords. Converging upon a coven of Low Order crones in a slashing mob should get you what you want, since they can't fight for more than four turns anyway. Finally, there are the Secret witches. They usually stick to the caves, being originally from mountain country. They have no interest in wealth, so if you're after gold try elsewhere. They ARE interested in power, undiluted raw power, so if you share the same hobby, grab a dozen wizards and clerics, 500 armored heavyfoot, and find a Secret witch cave. Just don't count too heavily on that treasure, because you may be in for a painful disappointment.

When examining the list of Witch Items, remember that when found in the lair a witch coven has use of all portable magic items in their treasure hoard. It is advisable to plan a defense against each particular object that may be used against you.

## WITCH ITEMS

As explained on page two, a witch lair will contain various enchanted items. These objects are usable by any man-type character of any alignment (unless specifically noted otherwise). Some of the items require special training to handle properly, and you will find it absolutely necessary to hire a witch of your own alignment for one game day to teach you in the use of those particular objects. These items will be marked with a star (\*). A witch instructress will earn 10 gold pieces per student per object!

Although most of these items will undoubtedly have to be obtained through destruction of witch covens, it will be possible at times to simply purchase them. If you or your party encounter a witch(es) of your own alignment, check with the Game Master to learn which objects are in the witch lair. If you wish to buy, you



must learn if she (they) is willing to sell anything. On a six-sided die roll of 1-3, she is willing to sell an item at the price indicated below; on a roll of 4 she will ask double the usual price; and a roll of 5-6 indicates she refuses to part with the magic item. You must check her "willingness to sell" for each object you are buying.

Items from TABLE A will cost 6-15 thousand GP (or its equivalent in gems and jewelry). Determine the price with a die roll.

Objects from TABLE B call for hard bargaining between the player (customer) and the GM (witch). The usual price for TABLE B object is a payment of magic items and 10-50,000 GP (or equivalent).

NOTE: A witch coven willing to sell is willing to instruct!

#### TABLE A

(\*indicates training is required prior to use)

- 1 • Medallion of ESP (30 or 90 foot range, 50-50 chance for either)
- 2 • 3 to 6 Potions (no Treasure Finding potions will be sold)
- 3 • 1 Cursed Scroll or cursed object (e.g., helmet, knife, fruit, wand that backfires, etc.)
- 4 • Treasure Map (a witch commonly asks for 20% of the haul of gold indicated by the map)
- 5 • Treasure-Magic Map  
(If the amount of wealth indicated by the map is tremendous, roll a six-sided die. A 1-4 means the witch is willing to pack up her home and join you as an ally on your treas. - hunting expedition. She could be a valuable asset, and will do nicely if no Clerics or Magic-Users are available. The GM will make provisions for her alliance)
- 6 • Roll on Table B
- 7 • 3 Potions (no Treasure Finding potions will be sold)

- 8 • Dagger + 3 (add to hit probability and to damage against any size target)
- \* 9 • SNAKE BELT (Similar to snake staff, but in belt form (3' long) and usable by everyone. It will silently crawl anywhere its owner mentally directs it, down, halls, through cracks, and even up stone or wood walls, at speeds up to 6"/turn! The belt relays a visual impression of all it passes to its owner, akin to a "Wizard's Eye". It does 1 die of damage to any creature it strikes, and is killed only by fire and lightning. The synthetic muscles are strong enough to strangle a Wyvern, pin a man's arms to his side, or hold shut or open a door.)
- 10 • Amulet vs. Crystal Balls and ESP (as in Misc. Magic list)
- \* 11 • IVY BRACELET (A fragile band of enchanted forest ivy, it is found only in the hoard of forest covens. It will impart to its wearer the power of "Plant Control" (as in potions) until it is removed. It also enables one to "Speak with Plants", as a Patriarch may do. A firm wind or any vigorous combat will probably destroy this delicate item.)
- 12 • DART RING (only to be found with woodland witches, the Darts fired by this ring are thornlike points. A dart, when it hits, does only one pip of damage, but the creature thus struck will die of poisoning within two days if no "Neutralize Poison" spell is used. The ring fires twice per turn at distances up to 30 feet; the darts are inexhaustible and the ring never misses!)
- \* 13 • LOCKET OF SATAN (Found only in the possession of evil witches, but usable by all neutral and chaotic man-types. Wearer may command any 3 chaotic creatures within the 7' range, regardless of intervening substances. No saving throws against its influence are allowed! If the wearer concentrates the power against a lawful character for two turns, there is a 15% chance that lawful character will turn permanently evil and corrupted. Has no effect upon clerics, lawful, neutral, or otherwise.)

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- 14 • **LOVE LOCKET** (Found only in the possession of good witches and usable only by them. Any male humanoid to come within its 7" range immediately comes under the spell (no saving throws). The victim will do anything to please the wearer, even to the extent of offering her all his possessions. Of course, a good witch is not greedy, and will accept no more than 20 percent of his wealth, and no more than two magic items. Once she has chosen what to keep among his treasures, a highly charismatic man will -ahem- be amply rewarded. All her victims will be released from the spell the next morning, and **may not** seek to regain their treasure.)
- \*15 • **THORN TWINE** (A 40 foot thorn vine which is flexible as rope and magically empowered. It may be used as a lariat, tangling any creature helplessly and doing 4 dice of damage each turn it remains ensnared. The strength of an Ogre, a plant control agent, or the use of fire or lightning is needed to free a victim. Assume a "hit" on the Hit Probability Chart indicates a successful cast. If surrounded on open ground, the user may swing the Twine in great, sweeping arcs to hold attackers at bay. In this mode, anyone approaching within 40 feet suffers 1 die of damage/turn. This rope is useless for climbing, and must be handled cautiously.)
- 16 • **ILLUSIONWAND** (This is one of the only three wands a witch ever uses. The other two are Polymorph and Witch Wand). (Only Witches and Magic-Users may use it.)
- 17 • **POLYMORPH WAND**
- 18 • 1 to 3 RINGS, 1 Misc. Magic Item (From tables in book 2.)
- \*19 • **GUARDIAN EGG** (This brass orb is the size of a helmet and weighs as much as 250 gold pieces. A key word will transform it into a metal servant who will obey and protect its summoner until the next sunrise, when it will return to globular form. (Employable once every 48 hours.) If resting upon the ground when the key word is spoken it will take the shape, strength, and dimensions of a Hill Giant (8 dice). If thrown in the air when transformed a metal Roc is the result (8 dice); and if resting on or submerged in a pool of liquid it transmutes into a 7 foot Dragon Turtle (10 dice). The monster is unintelligent, and will only fly, swim, or go where directed, and fights poorly. Due to their metal bodies, treat these servants as armor class 2. If destroyed in combat they will **not** return to the egg shape.)
- 20 • 1 Ring (from page 25, book 2)

This completes the list for Table A. If you notices, number six indicates a roll on table B, which follows. These items are especially powerful, and are rare indeed.

#### TABLE B

- \* 1 • **HILL SEEDS** (1-3 in number)  
These black spheres are light and small as a baseball, until thrown. In flight they quickly expand to awesome size and mass. By the time they have travelled 50 feet, they will be several yards across and any structure they impact with will suffer from a **triple** bombard (see Chain-mail)! All living creatures will be crushed instantly. Range is 3" to 14", depending on thrower's strength. Usable by all, but need training.
- 2 • **LUCK CHARM**  
These are various gems, coins, and talismans; and some are quite strong. A 20 -sided die roll is used to determine the charm's strength in each category. The holder of such a charm benefits in these five ways:  
a) Charm acts as + 1 (40% chance), + 2 (30%), or + 3 armor.  
b) Increases saving throws by + 1 (65% chance) or + 2 (35%).  
c) Increases chance of hitting opponents in combat by + 1 (50% chance), + 2 (35%), or + 3.  
d) Will grant 1 wish (70%) or 2 wishes of limited power/week.  
e) Increases chance of finding an opponent's lair by 10%. If the lair is found, the charm enhances chances of finding each category of treasure by either 20 percent (75% chance of this) or 50 percent. Note the charm does not affect the **amount** of treasure, only the chance that coins, gems, etc. will be **present**.  
After determining how good your charm is in each category, keep a record of the results. Not a!! charms are the same.



#### 3 MIRROR-CRYSTAL

Usable by a!! characters, this beautiful silvery gem serves as magic armor against certain subtle spells. When held in our hand, put in clothing, or mounted on shields, swords, rings, wands, helmets, etc. it provides you with complete protection against Charm/Hold Person-Monster, a!! Sleep spells, paralizaton, curses, and all control agents (i.e., potions, rings, staves, and spells).

The origin of these precious stones dates back to a very ancient wizard who needed to shield his castle guards from crafty intruders. As time passed they fell into the hands best suited to subtle magic: witches!

#### 4 AMULET OF POWER

Usable by clerics, witches, and magic-users, this object serves to periodically boost latent magic energies. One day each week, the number of spells (of each level) you may perform, and the range, duration, and power (dice, area, number affected, etc.) of those spells, will increase by 50%! An Enchanter could, for example, do 6-4-3-1 spells on one day a week, rather than the usual 4-3-2-1. (Always drop fractions when calculating a fifty-percent.) Due to the increase in power, reduce a target's saving throw by -3.

Upon acquiring the device, a new user must wear it for 30 consecutive days before it adjusts properly to his mental capacities. After that period the amulet will be fully functional, but any attempts to make use of the power boost before the month is out will be in vain.

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**D&D Variant****ANOTHER LOOK AT WITCHES  
AND WITCHCRAFT IN D&D®**

by Ronald Pehr

*Editor's Note: This seems to be a well thought out class-variant. At the very least, it makes an excellent NPC or hireling/acquaintance. For those DM's bold enough to try it, it provides a very viable character for ladies; be they sisters, girlfriends, lady gamer or others. D&D was one of the first games to appeal to females, and I for one, find it a better game because of that fact.*

Back in *Dragon* Vol. I #5, there was an article on witchcraft by players. Witches were grouped into three classes of power for evil witches; Low, High, and Secret, and into two classes for good; White and Priestess. These were well thought out, and could provide a challenge to those players encountering them. Witches are fascinating enough that they would make a dandy player-class. Here it is.

Just as Magic-Users manipulate the other-worldly forces, whereas Clerics worship those forces as gods, obtaining "divine aid," so do Witches make sure of the forces of nature worshipped by Druids. Witches may be considered to bear the same relationship to Druids as a Magic-User towards a Cleric of his own alignment. The Witch uses her harmony with nature to increase her knowledge and power.

Witches are Neutral, dedicated neither to good nor evil as humans know the terms; however, an individual Witch may be good or evil. Witches do not have a pact with Satan, or follow dark gods, that's bad press they've been receiving since the Middle Ages. It is true that a powerful Witch can call upon some supernatural entities, even as do Wizards, Patriarchs, and Druids.

Historically, practitioners of witchery were (and are) both male and female. I limit the class to women, to balance the fact that women are less proficient in Fighter-type professions, but that is a matter of discretion for each DM. Witches need at least 13 in both Intelligence and Wisdom. The idea that Witches are ugly is more bad press; working in harmony with nature and exerting influence over people requires a Charisma of at least 9.

At first glance, the Witch specifications will seem to be one more overly-powerful profession to unbalance the game. However, the inherent abilities of Witches and the power of some of their spells is compensated for by the large amount of experience points needed to rise in level and the need to be comparatively high level in order to learn a given level of spell. Witches receive hit dice/level as Magic-Users, have the same restrictions on weaponry and armour, and obtain the benefits and disadvantages of Magic-Users (E.g. saving throws, reading certain tomes) unless otherwise stated. Believing that game variants of *D & D* should mesh as closely as possible with the rules as published, I have given them many spells found in other classes because DM's will be familiar with those spells. Those spells not hitherto known, or treated differently, are *starred*. Further, I have omitted the duration of the spells, since I drastically limit effective time of spells as a matter of balance in the relatively short games I usually DM. Those wishing to employ the Witch can work out reasonable durations of spells by comparing them to similar known spells.

| LEVEL       | POINTS | No. of Spells/Level |   |   |   |   |   |     | Inherent Ability                       |
|-------------|--------|---------------------|---|---|---|---|---|-----|----------------------------------------|
|             |        | 1                   | 2 | 3 | 4 | 5 | 6 | 7 8 |                                        |
| Medium      | 0      | 1                   |   |   |   |   |   |     | Brew poisons, narcotics, hallucinogens |
| Soothsayer  | 3000   | 2                   |   |   |   |   |   |     | Make a Bag of Holding                  |
| Sibyl       | 6000   | 2                   | 1 |   |   |   |   |     | Brew Love Potions                      |
| Mystic      | 12000  | 2                   | 2 |   |   |   |   |     | Dance of Seduction                     |
| Oracle      | 25000  | 3                   | 2 |   |   |   |   |     | Add Plus 1 to Charisma                 |
| Siren       | 55000  | 3                   | 3 | 1 |   |   |   |     | Brew Truth Drug                        |
| Enchantress | 80000  | 3                   | 3 | 2 |   |   |   |     | Read Magic, Druid, Illusion Scrolls    |
| Sorceress   | 120000 | 3                   | 3 | 3 |   |   |   |     | Candle Magic                           |
| Witch       | 200000 | 4                   | 4 | 3 | 1 |   |   |     | Familiar                               |

|             |         |   |   |   |   |   |   |     |
|-------------|---------|---|---|---|---|---|---|-----|
| Amethyst W. | 300000  | 4 | 4 | 4 | 2 |   |   |     |
| Topaz W.    | 400000  | 4 | 4 | 4 | 4 |   |   |     |
| Sapphire W. | 525000  | 4 | 4 | 4 | 4 | 1 |   |     |
| Ruby W.     | 650000  | 5 | 5 | 4 | 4 | 2 |   |     |
| Emerald W.  | 800000  | 5 | 5 | 5 | 4 | 3 | 1 |     |
| Diamond W.  | 900000  | 5 | 5 | 5 | 5 | 4 | 2 |     |
| Crystal W.  | 1000000 | 6 | 5 | 5 | 5 | 5 | 2 | 1   |
| Eternal W.  | 1250000 | 6 | 6 | 6 | 5 | 5 | 3 | 2   |
| Demonette   | 1500000 | 6 | 6 | 6 | 6 | 6 | 5 | 3 1 |

**First Level Spells**

Faerie Fire  
Give Wounds\*  
Cure Wounds  
Control Vapor\*  
Detect Evil  
Detect Poison\*  
Detect Disease\*  
Detect Illusion\*  
Detect Magic  
Reflected Image\*

**Third Level Spells**

Dissipate Vapor\*  
Clairvoyance\*  
Phantom Light\*  
Charm\*  
Phantasmal Forces  
Wind\*  
Cure Disease\*  
Create Lycanthrope\*

**Fifth Level Spells**

Produce Flame  
Anti-Magic Shell  
Protection v. Evil  
Summon Elemental  
Charm Animal\*  
Grow Plant  
Oracle\*  
Weakness\*  
Create Undead\*  
Immunity\*

**Seventh Level Spells**

Firestorm  
Earthquake  
Polymorph Others  
Control Dreams\*  
Poison\*  
Control Lycanthrope\*  
Control Undead\*  
Love\*  
Demonic Possession\*  
Astral Projection

**EXPLANATION OF SPELLS**

**Give Wounds/Cure Wounds:** The Witch must touch the other person. 1-6 pt.

Disguise  
Manufacture Control Potions  
Manufacture other Potions  
Manufacture Acids  
Voice  
Add Plus 1 to Charisma  
Transfer Hit Points  
Enchant Items

**Second Level Spells**

Read Languages  
Speak in Tongues\*  
Locate Object  
Bless  
Pacify\*  
Detect Invisible  
Detect Trap  
ESP\*  
Purify Wine & Water

**Fourth Level Spells**

Neutralize Poison  
Remove Curse  
Infravision  
Sleep\*  
Polymorph Self  
Hallucinatory Terrain  
Cure Serious Wound\*  
Give Serious Wound\*  
Effigy Control\*  
Shock\*  
Control Fluid\*

**Sixth Level Spells**

Animate Dead  
Worship\*  
Control Plant  
Hypnosis  
Destroy Life Level\*  
Control Weather  
Wards of Defense\*  
Evaporate Fluids  
Vision

**Eighth Level Spells**

Curse\*  
Wither\*  
Youth\*  
Dispel Enchantment\*  
Circle of Disintegration\*  
Temporary Resurrection\*  
Summon Devil\*  
Reincarnation  
Death\*

**Control Vapor:** Range of 10'/ level of Witch. Gases are moved 60'/ turn. A gas with Intelligence, such as an Air Elemental Saves vs. Magic.

**Detect Poison/Disease:** The Witch must touch the poison or diseased creature.

**Detect Illusion:** The range is whatever distance can be seen.

**Reflected Image:** The Witch may form a picture on any reflecting surface.

**Speak in Tongues:** This must be an actual language of an intelligent entity.

**Pacify:** At a range of 60' the Witch can make a hostile foe feel friendly, although he will in no way be charmed or subject to her will.

**ESP:** The Witch must be touching the one whose mind she wants to read.

**Dissipate Vapor:** This disperses any gas. Those with Intelligence, such as an Air Elemental, Save vs. Magic.

**Clairvoyance:** This automatically includes **Clairaudience**.

**Phantom Light:** A mobile Faerie Fire, following or leading up to 120'

**Wind:** A Stiff breeze. Missiles fired against it are at -3.

**Cure Disease:** The Witch must touch the victim.

**Create Lycanthrope:** The victim must have lost at least half his hit points. This is not a permanent spell. The victim is not under control of the Witch but will not attack her.

**Sleep:** The Witch must touch the victim, any level, Save vs. Magic.

**Give/Cure Serious Wounds:** Gives/ cures 1- 12 pts.

**Effigy Control:** Must have some part of the victim, works within eyesight range. Save vs. Magic for victim. (Severe discretion necessary by DM)

**Shock:** A blast, similar to a Fireball, emanating from the Witch (her friends had better be well away), doing 4 dice of damage.

**Control Fluids:** Range 2'/ level of Witch. As for **Control Vapors**, only the liquid moves 30'/ turn.

**Charm Animal:** The Witch must touch the animal.

**Oracle:** As a Clerical **Commune**, but only 1 /week and always in obscure words.

**Weakness:** Must touch the victim, halving his Strength. Not permanent.

**Immunity:** Must touch the beneficiary. For the duration of the spell he is immune to diseases, poisons, and regenerates as a Vampire.

**Create Undead:** As the **Create Lycanthrope** Spell, but the victim must be dead. For the duration of spell he will be 1 hit dice of **Undead** for each 4 levels of experience of the Witch.

**Worship:** At a range of 120' the Witch can put a single victim into a trance.

**No Saving Throw.**

**Destroy Life Level:** The Witch must touch the victim.

**Wards of Defense:** A 20' radius "forcefield" preventing magic or physical attack. It is not moveable itself.

**Evaporate Fluids:** As for **Dissipate Vapor**.

**Vision:** The Witch can make any clear or reflecting object into a crystal ball for one **looking**.

**Control Dreams:** The Witch must see the victim, including by crystal ball.

**Poison:** The Witch must touch the victim, who must Save vs. Poison or die.

**Control Lycanthrope:** Range of 120' — No Save.

**Control Undead:** Range of 120' Save. vs. Magic.

**Love:** This acts as a permanent **Love Potion** if the victim touched fails to Save.

**Demonic Possession:** Anyone touched (Up to 3 dice of human-sized figures) fights as a Berserker for the duration of the spell.

**Curse:** This has a range of 60'. Curses are permanent unless Removed.

**Wither:** Anyone or thing touched ages 100 years. Intelligent entities get a Save vs. Magic.

**Youth:** Anyone or thing touched becomes 10 years younger.

**Dispel Enchantment:** Anyone touched has any magic spell he is under dispelled. Any magical item touched loses its power.

**Circle of Disintegration:** A blast which disintegrates anyone/ thing within a 20' radius of the Witch. Intelligent entities Save vs. Magic.

**Temporary Resurrection:** A dead character can be immediately brought back to life, with full potential; however, the effect is temporary only.

**Conjure Devil:** Similar to a Conjure Elemental Spell, with the same chance of suffering attack if the Witch loses concentration. A Prot. ca, Evil Spell or appropriate candle must be burned before Conjuring. Arch-Devils cannot be conjured with this Spell. Furthermore, any intelligent

devil who performs for the Witch may claim a service from her at any future time (Good opportunity to send players on quests)

**Death:** Similar to the Wizard's **Death Spell**. It has a range of 240', automatically slaying 2-16 victims of less than 8 hit dice of any single victim of 8 or greater hit dice. In the latter case, the victim may Save vs. Magic.

## EXPLANATION OF INHERENT ABILITIES

**Brew poisons, narcotics, hallucinogens:** These cannot be used to coat weapons, the victim must imbibe them — perhaps mixed into his win. For each experience level, a Witch can brew a 1 die draught/day. Poisons do actual damage, a Save vs. Poison giving only half damage. Narcotics are sleep drugs. If the drug ratioed over victim's hit points is 1 or more, it acts as the Sleep Spell. If less than 1, it is the percentage effect on Dexterity and Movement. Save vs. Poison halves the duration and percentage effect. Hallucinogens cause Confusion, as the Confusion Spell. The percentage chance of Confusion each turn is the ratio of the drug over the victim's hit points. Save vs. Poison halves time of effect and percentage each turn.

**Bag of Holding:** The Witch puts her essence into this, so there may be only one Bag of Holding per Witch in existence at any one time. It can be used by no other person and if lost or destroyed it takes a month to make another. Note that this is one of the few Miscellaneous Magic Items a Witch can ever make until she reaches 17th Level.

**Love Potion:** For each experience level, the Witch can brew a 1 die draught/week. The victim is not actually Charmed, the potion acting similar to a Rod of Beguiling. If the ratio of points of brew to hit points of the victim is 1 or greater, the effect lasts one week with a 155 chance/day cumulative thereafter of wearing off. Lesser percentage is the chance each day it will wear off, never lasting more than a week in any event. Save vs. Poison negates the potion entirely.

**Dance of Seduction:** By graceful, suggestive movements of her body, the Witch can hold a victim entranced. The Dance takes a full turn to perform, but the victim may not be aware it is taking place as the movements are subtle and pleasant to observe. All humanoid, excepting Undead, are vulnerable. The Witch has a 10% chance per experience level of performing the Dance successfully, subtracting 10% for each level of victim over 4th. Victims will stay entranced as long as the Witch is present, barring outright attack.

**Brew Truth Drug:** For each level of experience the Witch can make a 1 die draught/ week. The ratio of drug to a victim's hit points is the percent that a question asked will be truthfully answered. The victim is in a stupor, as if under a narcotic, and will remain silent rather than tell a lie. The potion compels a number of answers equal to the level of the Witch, thereafter acting as a narcotic. Save vs. Poison halves percentage, duration, and number of answers.

**Read Scrolls:** Druid scrolls may be read with no chance of failure. Magic or Illusion scrolls have a 10% chance of backfire. Clerical scrolls cannot be utilized, although the Witch *can* read them.

**Candle Magic:** A Witch may manufacture 1 candle per month, at the rate of 3 days/ turn of burning duration. Each color is gained with subsequent levels, i.e., 8th = red, 9 = Blue, etc. Candles will burn for up to 10 turns, their magic taking effect as soon as the candle is snuffed or burnt up. Candles have the following powers:

**Red:** Burnt in presence of victim, it affects him for 1 day per turn of candle burnt as a fully successful Love Potion. No Save.

**Blue:** One turn of Protection v. Evil for each turn of burning.

**Yellow:** One turn of Telepathy for each turn of burning.

**Purple:** One question may be asked of dead being for each turn of burning.

**Gold:** Cures 1-6 pts. of damage for each turn of burning in presence of victim.

**Black:** One curse placed upon victim for each full candle burnt in his presence. Some curses are: Weakness (Str. = 3); Insanity (Int. & Wis.=3); Clumsiness (Dex.=3); Poverty (All treasure turns to clay), Loneliness (Char.=3) Exhaustion (Con=3)

**Familiar:** The Witch may designate a Familiar — which can be any animal of less than 1 hit die, such as a cat or bat — to act as a Magic-User's Homonculus. It has unlimited range, the Witch sees and hears what it

hears, and she takes 3-24 points of damage if it is killed. It takes a month to retrain a new one if it is killed.

**Disguise:** As an Assassin.

**Manufacture Acid:** For each experience level, the Witch can manufacture 1 die of acid per month. Types of acids — what they can and cannot dissolve are left to the DM. One suggestion is to have the acids be essence of Gray Ooze, Green Slime, etc.

**Voice:** The Witch may shout out a command, no longer than 7 words (and no counting beforehand). Those failing to save vs. Magic will obey for the next melee round. A command to kill themselves will cause, victims to strike themselves with their weapons, at the usual hit probability. armour class, doing half damage. The Voice cannot be used more often than once in 3 turns on the same listeners.

**Transfer Hit Points:** A Witch may permanently transfer her own hit points to anyone else. If done within 1 turn of death, it will revive the victim giving them that many hit points. A curse can be lifted for the permanent transfer of 5 hit points with no rise in the hit points of the one saved. Prime attributes of another may be raised at a cost of 5 hit points up to 12, 7 hit points to raise it from 12 to 13, 8 to raise from 13 to 14, 10 to raise from 14 to 15 and 15 to 16, 20 to raise from 16 to 17, 25 from 17 to 18. As can be imagined, players will be wary about giving this favor to others, and NPCs will almost never do so. Transfer of hit points by a Witch does not lower her level, she just stays at that level with less hit points.

**Enchant Item:** A Witch may permanently transfer hit points into an object for the purpose of enchanting it, at a cost of 1 hit point per 1000 gold pieces it would have cost. This is the only way they can manufacture magic items other than Potions.

# THE WITCH

Written by Bill Muhlhausen

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There are two orders of Witches. Low Order Witches may progress to level 16, and High Secret Order Witches may advance to level 22. Witches may be of any alignment.

The prime requisites for a Witch are Intelligence and Wisdom, each of which must be 15 or higher. If a Witch's abilities are generated randomly, use one of the four methods described in the Dungeon Masters Guide.

Only humans and elves can be Witches, and only humans can be members of the High Secret Order. Elves are limited to no higher than 9th level as Witches. Elven Witches may be multi-classed characters.

Witches have 4-sided hit dice; they receive a hit die for each level of experience up to and including 11th level. Thereafter they receive one additional hit point for each level of experience, i.e., 11 + 1 for 12th level, 11 + 2 for 13th level, and so on. Witches receive Constitution bonuses as do Magic-Users. Witches use the attack and saving throw matrices for Magic-Users.

Witches with above-average Intelligence receive bonus spells, similar to the procedure for a Cleric with above-average Wisdom:

| Intelligence | Spell bonus            |
|--------------|------------------------|
| 13           | One first-level spell  |
| 14           | One first-level spell  |
| 15           | One first-level spell  |
| 16           | One second-level spell |
| 17           | One third-level spell  |
| 18           | One fourth-level spell |

The spell bonuses are cumulative; e.g., a Witch with 15 Intelligence receives three additional first-level spells. A Witch must have a minimum Intelligence of 16 to cast eighth-level spells. A Witch's chance to know each listed spell and a Witch's minimum/maximum number of spells is dependent on Intelligence, as for Magic-Users.

# OWLBEARS

## by the Hour/Day/Week

OWLBEAR RENTALS HAS THE OWLBEAR  
YOU NEED. -AND NOW, NOT LATER!

BROWSE OUR FINE SELECTION AT ANY OF OUR LOCTIONS.  
HAVE A PARTICULAR OWLBEAR IN MIND? WE'LL TELEPORT  
THE CRITTER TO YOUR LOCATION -AT NO EXTRA CHARGE!

WE ALSO HOUSE A SELECTION OF OTHER MONSTERS.  
EACH ROSTER IS UNIQUE TO THE REGION FOR THAT ADDED  
LOCAL FLAVOR! IMPORTS AVAILABLE.  
MONSTERS BY REQUEST AND COMMISSION.  
SEE YOUR LOCAL AGENT.

**WE TAKE CONSIGNMENTS!**

WHETHER YOU NEED ONE, TWO OR A DOZEN OWLBEAR OR  
MORE, **OWLBEAR RENTALS** HAS THEM! READY, TODAY!

### Followers, hirelings and apprentices

When a Witch reaches 9th level she automatically attracts 20-200 followers (2d10x10) if she establishes a place of worship. Since Witches worship forbidden gods, such a place of worship must be kept secret besides being cleared of wandering monsters. The followers will remain secret to the outside world except under extreme circumstances. A Witch may also obtain the services of hirelings in the normal manner.

A Witch may have as many as 3 apprentices in training at one time. All apprentices are, of course, Witches themselves, and cannot be of a level higher than one-fourth of the Witch's experience level. Thus, a Witch of level 4 could have from 1-3 first-level apprentices, and can not have a second-level apprentice until reaching level 8 herself (fractions are rounded down).

Apprentices can acquire experience points through normal means, and also can receive the benefit of up to one-half of the Witch's own acquired experience points. The awarding of a Witch's experience points to her apprentice(s) can only take place when the points gained would not raise the apprentice(s) to a level more than one-fourth the level of the Witch herself.

For example: A seventh-level Witch with 60,000 experience points has a first-level apprentice with 2,300 experience points, and the Witch performs an action which awards her 500 experience points. The apprentice would be entitled to count half, or 250, of those points (if the Witch desired to award the points to the apprentice), except that such an addition would raise the apprentice to second level, and the Witch cannot have a second-level apprentice until she herself reaches eighth level. So the apprentice can be awarded a maximum of 200 points because she must remain at first level, and from that point onward the apprentice will not be able to record any more experience points gained until the Witch herself advances to eighth level.

If a Witch has more than one apprentice, the experience points she elects to give away must be divided as equally as possible among all eligible apprentices. The Witch may either award experience points to apprentices (up to the maximum allowable) or may keep all of them for herself, but may not do both.

### The High Secret Order of Witches

Upon reaching level 10, a Witch must decide whether or not to apply for membership in the High Secret Order. This application may only be made by Witches with at least 16 Intelligence and 16 Wisdom. The Witch must also possess at least one of the following objects: any magic crystal ball, any magic broom, a Mirror of Mental Prowess, a *Mirror of Life Trapping*, or one of these objects, depending on alignment: *Libram of Silver Magic* if Lawful, *Libram of Gainful Conjuration* if Neutral, or *Libram of Ineffable Damnation* if Chaotic. Unless accepted into the High Secret Order, a Witch may progress no farther than level 16. A Witch who joins the High Secret Order may progress to level 22.

High Secret Order Witches, in addition to the spells acquired normally, receive one additional High Secret Order spell for each level they have gained while in the High Secret Order. For example, at 10th level they would receive one High Secret Order spell, at 15th level they would receive 6 High Secret Order spells, and at 22nd level they would receive 13 High Secret Order spells.

There is only one Queen of Witches and one Princess of Witches for each alignment type. A Princess who acquires enough experience points to become Queen when there is a reigning Queen must either remain at Princess level (gaining no additional powers or abilities) or initiate combat against the current Queen in an attempt to overthrow her.

### Usable weapons and magic items

Witches may use any weapon type which can be used by Magic-Users, and have the same restrictions as Magic-Users on the wearing of armor. A Witch cannot use magical rings; otherwise, she may use any magic item which a Magic-User is able to employ.

### Explanations of inherent abilities

**Brew poisons and narcotics:** A Witch can brew one dose of either a poison or a narcotic each day, providing she possesses the necessary ingredients. The mixtures cannot be used to coat weapons,

but must be ingested by the intended victims. A Witch learns how to brew Type A ingestive poison at level 3. She learns how to brew an additional type of ingestive poison for every two levels she progresses beyond third level. Thus, at 11th level a Witch can brew Type E poison. Poison types are as per the *Dungeon Masters Guide*. Saving throws are applicable.

A narcotic has the effect of a *Sleep* spell on a victim with 8 or fewer hit points, if the saving throw is failed. A victim with from 9-16 hit points will be reduced to half Dexterity and half normal movement for 12 turns; a victim with 17-24 hit points will lose one-third Dexterity and one-third movement rate for the same 12-turn duration; a victim with 25 or more hit points will lose one-sixth of Dexterity and movement for the duration of the narcotic's effect. A successful save will halve the effect and duration of a narcotic.

**Brew truth drug:** A Witch may brew one dose of truth drug per week. A victim who ingests a dose of the drug will fall into a stupor, and is forced to answer from 1-4 questions truthfully. The truth drug can only affect an individual of the same or a lower experience level than the Witch who brewed the potion.

**Brew love potion:** A Witch can brew one love potion per week. The potion will have the effect of charming an individual who drinks it and does not save successfully vs. spells. The potion has a chance of affecting a victim of the same number of levels as the Witch who brewed the potion. Thus, a 9th-level Witch could brew a potion to affect a 9th-level Fighter or lower, but not a 10th-level Fighter. Each potion has a maximum duration of one week, with a 15% chance each day (cumulative) that the potion will wear off at the end of the first through sixth days. Victims who make a successful save vs. spells are not affected.

**Read Magic-User, Druid & Cleric scrolls:** Druid scrolls can be read with no chance of failure. Magic-User and Illusionist scrolls can be read with a 10% chance of spell failure. Cleric scrolls can be read by a Witch, but only those spells which are both Cleric and Witch spells may be employed.

**Candle magic:** A Witch may manufacture one candle per month.

## The 'real' witch: A mixture of fact and fantasy

by Tom Moldvay

The word "witch" has several meanings. In popular parlance, a witch is a woman who practices magic. The woman is usually either an ugly old crone, or a beautiful young girl. Often, because of her supernatural power, she can transform herself from one to the other. In modern occult parlance, a witch is an individual who practices a religion that supposedly traces its roots back in time for more than 5,000 years. The practitioner of witchcraft can be either male or female. The practice itself mixes a large amount of magic in with its worship.

The word "witch" comes from the Old English word "wicce" (feminine) or "wicca" (masculine). It is akin to the Anglo-Saxon root word "witan" which means "to know, to learn, or to perceive." The words "wise" and "wit" have similar roots. Originally, a witch was someone who possessed knowledge, a person with keen perception, someone who was wise. Such knowledge included supernatural knowledge and the ability to "see" into the spirit world.

The knowledge a witch possessed would have included knowledge of magic through the drawing of magical symbols, particularly through the use of Germanic Runes or Celtic Ogham. A witch would also be knowledgeable about herbal lore, and hence is represented by the person who cured wounds and healed diseases in the village in an age where medicine was still in its infancy.

Some early witches were probably the descendants of druids (after the cult was destroyed by the Romans) or shaman-priests (after Christianity became widespread). The knowledge behind witchcraft would have been passed on by word of mouth from generation to generation (possibly becoming distorted in the process). At first, the witch would have prayed to the old "pagan" gods for power. As Christianity grew in strength the old gods would have become "devils" or "demons." Eventually, witchcraft became confused with the Black Mass, an inversion of the Christian Mass which individuals

practiced, in desperation, during lean times in the Middle Ages. Witchcraft and the Black Mass, however, are not the same thing.

The modern religion of witchcraft is a reconstruction of a religion which predates Christianity. In prehistoric antiquity, the religion was centered around the cycle of life and death as manifested in nature. The religion was an integral part of a widespread matriarchal society, i.e. a society run by women. The witch archetype of the old crone who can transform herself into a beautiful young girl and back again may well be an echoed memory from the distant past.

A witch usually practices a type of magic known as sympathetic magic. The two principles of sympathetic magic, as defined by Sir James Frazer in *The Golden Bough*, are: "First, that like produces like, or that an effect resembles its cause; and second, that things which have once been in contact with each other continue to act on each other at a distance after the physical contact has been severed." Thus, to charm an enemy, a witch would make a wax miniature of the intended victim, then activate the magic using the victim's fingernail or hair clippings.

In my opinion, a Witch NPC class should include 1) The ability to use herbs for healing and magic; 2) The power of fascination, i.e. a kind of super-charm ability; 3) A combination of both Clerical and Magic-User abilities; 4) The ability to practice sympathetic magic; 5) Witches would be worshippers, in secret, of a religion otherwise forbidden in a particular area; and 6) Powers based on nature and the cycle of the seasons, similar to druidic powers. While Witches would predominantly be women, the NPC class would not be limited to women.

A Witch NPC class, like any NPC class not given in the *AD&D* or *D&D* rules, should be viewed with caution by a DM. New NPC classes should be used only when they are not liable to upset the play balance of an existing campaign. If the DM exercises discretion, a new NPC class such as Witches, like a new monster, can add enjoyment and a touch of the unexpected to gaming adventures.

For each three days spent in making the candle, it will burn for one turn, up to a maximum of 10 turns (for a candle which took 30 days to make). The magic of a candle takes effect when the candle is snuffed out, or burns down to nothing at the end of its duration. At 9th level, a Witch may make red or blue candles. The ability to make other colors of candles is gained as the Witch rises in experience level. A candle must be burned in the presence of the intended victim in order to work.

**Red Candle:** Victim affected as a love potion, duration 1 day for each turn of burning. There is no saving throw, and no chance of the love potion effects wearing off before the full duration.

**Blue Candle:** One turn of protection from evil/good (Witch's choice) for each turn of burning.

**Yellow Candle (level 10):** One turn of telepathy (Witch able to read victim's mind) for each turning of burning.

**Purple Candle (level 11):** Acts as a truth drug, allowing one question to be asked of a victim for each turn of burning — and all such questions are always answered truthfully.

**Gold Candle (level 12):** Cures 1-6 points of damage to the object of the magic for each turn of burning.

**Black Candle (level 13):** One curse can be placed on a victim for each turn of burning, up to a maximum of six turns of burning and six curses. The curses are weakness (Strength reduced to 3), insanity (Intelligence and Wisdom both reduced to 3), clumsiness (Dexterity reduced to 3), poverty (all precious metals, gems and jewels on victim's person turned to clay), loneliness (Charisma reduced to 3) and ex-

there is no chance of not acquiring a familiar. The familiar adds its hit points to the Witch's, but if the familiar dies, the Witch only loses the hit points the familiar originally added, not an additional double the number of hit points added. A Witch can only obtain one familiar in a 10-year period, so if her familiar dies she must wait until the end of the period for another.

**Brew flying ointment:** The Witch may brew enough ointment per week for one human-sized individual to fly (as per the Fly spell). The flying duration is 1-4 turns plus a number of turns equal to the Witch's level. The ointment must be smeared over the recipient's naked body to work.

**Manufacture control doll:** Once per week, a Witch can make one clay or wax doll which she can use to control one character or monster. Dolls are made to fit general categories, e.g. a man, woman, a troll, a dragon. To work, a part of the specific target (nail clippings, lock of hair, bit of outer skin or scales, etc.) must be made part of the doll. Once the specific material is added, the doll acquires a focus. The doll now must be shown to the intended victim. If the victim fails to save vs. spells, the victim is charmed (as per a Charm spell). The charm lasts as long as the doll is intact and in the Witch's possession. If the Witch loses the doll or the doll is destroyed or damaged, the charm is broken.

**Fascinate:** The power of fascination may be used once per day. A Witch merely has to concentrate to exercise the power. Any individual who looks at the Witch and fails to save vs. spells will faithfully serve the Witch as long as the fascination lasts. The fascination will last a

**Witches' Experience and Abilities Table**

| Experience Pts. | Exp. level | Spells usable<br>(spell level) |   |   |   |   |   |   |   | Level title         | Inherent ability gained                 |
|-----------------|------------|--------------------------------|---|---|---|---|---|---|---|---------------------|-----------------------------------------|
|                 |            | 1                              | 2 | 3 | 4 | 5 | 6 | 7 | 8 |                     |                                         |
| 0-2,500         | 1          | 1                              | - | - | - | - | - | - | - | Medium              |                                         |
| 2,501-5,000     | 2          | 2                              | - | - | - | - | - | - | - | Soothsayer          |                                         |
| 5,001-10,000    | 3          | 2                              | 1 | - | - | - | - | - | - | Sibyl               | Brew poisons and narcotics              |
| 10,001-20,000   | 4          | 3                              | 2 | - | - | - | - | - | - | Mystic              | Brew truth drug                         |
| 20,001-35,000   | 5          | 4                              | 2 | 1 | - | - | - | - | - | Oracle              |                                         |
| 35,001-50,000   | 6          | 4                              | 3 | 2 | - | - | - | - | - | Siren               | Brew love potion                        |
| 50,001-75,000   | 7          | 5                              | 3 | 2 | 1 | - | - | - | - | Enchantress         |                                         |
| 75,001- 100,000 | 8          | 5                              | 4 | 3 | 2 | - | - | - | - | Sorceress           | Read Magic-User, Druid & Cleric scrolls |
| 100,001-200,000 | 9          | 5                              | 5 | 3 | 2 | 1 | - | - | - | Witch               | Candle Magic                            |
| 200,001-350,000 | 10         | 5                              | 5 | 4 | 3 | 1 | - | - | - | Crystal Witch       | Acquire familiar                        |
| 350,001-600,000 | 11         | 6                              | 5 | 4 | 3 | 2 | - | - | - | Amethyst Witch      |                                         |
| 600,001-900,000 | 12         | 6                              | 6 | 5 | 3 | 2 | 1 | - | - | Topaz Witch         |                                         |
| (300,000 exp.   | 13         | 6                              | 6 | 6 | 4 | 3 | 1 | - | - | Sapphire Witch      | Brew flying ointment                    |
| pts. per level  | 14         | 6                              | 6 | 6 | 5 | 3 | 2 | 1 | - | Ruby Witch          |                                         |
| for each addi-  | 15         | 6                              | 6 | 6 | 6 | 4 | 3 | 1 | - | Emerald Witch       | Manufacture control doll                |
| tional level    | 16         | 6                              | 6 | 6 | 6 | 5 | 3 | 2 | 1 | Diamond Witch       |                                         |
| beyond 12th)    | 17         | 6                              | 6 | 6 | 6 | 5 | 4 | 3 | 2 | Witch Mot her       | Fascinate                               |
|                 | 18         | 6                              | 6 | 6 | 6 | 6 | 4 | 3 | 3 | Priestess           |                                         |
|                 | 19         | 6                              | 6 | 6 | 6 | 6 | 5 | 4 | 4 | High Priestess      |                                         |
|                 | 20         | 7                              | 6 | 6 | 6 | 6 | 6 | 6 | 5 | Eternal Priestess   |                                         |
|                 | 21         | 7                              | 7 | 7 | 7 | 6 | 6 | 6 | 6 | Princess of Witches | Limited Wish                            |
|                 | 22         | 7                              | 7 | 7 | 7 | 7 | 7 | 7 | 7 | Queen of Witches    | Shape Change                            |

haustion (Constitution reduced to 3). Saving throws can be attempted for each curse, and if successful negate that particular curse only. Casting *Remove Curse* negates one curse for each casting of that spell.

Saving throws may be attempted, where applicable, for the effects of all candles except red candles. Any candle which does not burn continuously for at least one turn will have no effect. A candle which is extinguished midway through a turn is treated as though it had not burned at all during that turn, but that turn will be counted against the maximum amount of time a certain candle may be burned. Example, A candle with a maximum life of 5 turns is extinguished midway through its third turn of burning. Its effects will be as though it had only burned for two turns (not two and a fraction), but if it is re-ignited later it will have only two turns of burning left before it goes out automatically.

**Acquire Familiar:** Similar to a Find Familiar spell, except that

number of rounds equal to the level of the Witch. Service while fascinated will be nearly absolute, stopping just short of following suicidal orders.

**Limited Wish:** Usable once per month. Identical to the seventh-level Magic-User spell of the same name.

**Shape Change:** Usable once per day for no longer than 2 turns each time. Identical to the ninth-level Magic-User spell of the same name.

### Spell descriptions and explanations

#### First level

**Change Self** — Identical to the first-level Illusionist spell of the same name.

**Charm Man I** — Witch must have a Charisma score of at least 11 to cast this spell. The spell affects a maximum of 5-8 (d4 + 4) men of

charm if his Charisma plus a roll of d8 is 6 points or more higher than the Witch's Charisma. If the spell is not dispelled by a leader, each man within the area of effect must attempt a save vs. magic. A successful save negates the effect of the spell for that man only. If there are more men within range than the maximum number who can be affected, the spell will be directed against the lower-level men first. The

|    |                       |                        |
|----|-----------------------|------------------------|
|    | <b>First level</b>    | <b>Second level</b>    |
| 1  | Change Self           | Bless                  |
| 2  | Charm Man I           | Charm Man II           |
| 3  | Control Vapor         | Detect Invisibility    |
| 4  | Cure Wounds           | ESP                    |
| 5  | Darkness              | Find Traps             |
| 6  | Detect Evil           | Hold Person            |
| 7  | Detect Illusion       | Hold Portal            |
| 8  | Detect Poison         | Identify               |
| 9  | Faerie Fire           | Knock                  |
| 10 | Find Familiar         | Locate Object          |
| 11 | Give Wounds           | Magic Mouth            |
| 12 | Light                 | Nature Call            |
| 13 | Magic Boomerang       | Pacify                 |
| 14 | Mending               | Pit                    |
| 15 | Minor Quest           | Purify Food & Drink    |
| 16 | Read Languages        | Pyrotechnics           |
| 17 | Reflected Image       | Seduction II           |
| 18 | Seduction I           | Speak with Animals     |
| 19 | Sleep                 | Speak with Plants      |
| 20 | Unseen Servant        | Speak in Tongues       |
|    | <b>Fifth level</b>    | <b>Sixth level</b>     |
| 1  | Animal Growth         | Animate Dead           |
| 2  | Anti-Magic Shell      | Destroy Life Level     |
| 3  | Charm Animal          | Evaporate Fluids       |
| 4  | Immunity              | H a s t e              |
| 5  | Insect Plague         | Leomund's Secret Chest |
| 6  | Monster Summoning I   | Lower Water            |
| 7  | Oracle                | Seduction VI           |
| 8  | Produce Flame         | Telekinesis            |
| 9  | Seduction V           | True Sight             |
| 10 | Slow                  | Vision                 |
| 11 | Spirit                | Wards of Defense       |
| 12 | Teleport              | Worship                |
| 13 | Transmute Rock to Mud |                        |
| 14 | Weakness              |                        |
| 15 | Water Breathing       |                        |
| 16 | Wizard Eye            |                        |

**Immunity:** All djinn, efreet and Clerics are immune to the effects of a spell cast by a Witch if that spell is *not* described as “Identical to the \_\_\_\_\_ spell of the same name,” where “\_\_\_\_\_” is the name of another spell-casting character class.

**Alignment restrictions:** Several Witch spells are described as only usable by Witches of certain alignments. In many other cases, the use of a spell may be contraindicated by the nature of the spell as regards the alignment of the spell caster. DMs who choose to make the Witch a non-player character in their campaign should use great discretion in the selection and use of certain spells by a Witch of a particular alignment.

**Material components:** All spells described as “Identical to the \_\_\_\_\_ spell of the same name” will have verbal, material, and/or somatic components as required by their listing in the *Players Handbook*. All other spells are considered to require at least verbal and somatic components, with material components left to the discretion of the DM employing the Witch as a NPC. It would be permissible to require no material component for such spells, and it would certainly also be permissible to assign particular material components to some or all of such spells.

**DM discretion:** As is usually the case with “unofficial” variants of this nature, the discretion of the DM is to be used in all cases where a

Bless  
Charm Man II  
Detect Invisibility  
ESP  
Find Traps  
Hold Person  
Hold Portal  
Identify  
Knock  
Locate Object  
Magic Mouth  
Nature Call  
Pacify  
Pit  
Purify Food & Drink  
Pyrotechnics  
Seduction II  
Speak with Animals  
Speak with Plants  
Speak in Tongues

Animate Dead  
 Destroy Life Level  
 Evaporate Fluids  
 Haste  
 Leomund's Secret Chest  
 Lower Water  
 Seduction VI  
 Telekinesis  
 True Sight  
 Vision  
 Wards of Defense  
 Worship

Calm  
Clairvoyance  
Comfort  
Continual Light  
Cure Disease  
Dissipate Vapor  
Fireball  
Invisibility  
Lightning Bolt  
Mystic Rope  
Phantasmal Force  
Phantom Light  
Plant Entrapment  
Prot. Normal Missiles  
Remove Curse  
Seduction III

Charm Monster  
Control Fluid  
Cure/Cause Serious Wounds  
Glyph of Warding  
Hallucinatory Terrain  
Infravision  
Levitate  
Mirror Image  
Neutralize Poison  
Plant Growth  
Polymorph Other  
Polymorph Self  
Seduction IV  
Shock  
Strength  
Wall of Water

Astral Projection  
Call Spirit  
Control Lycanthrope  
Control Undead  
Earthquake  
Fire Storm  
Geas  
Legend Lore  
L o v e  
Seduction VII  
Stone to Flesh  
Wall of Ice

Charm Man III  
Clone  
Death  
Dispel Enchantment  
Mass Polymorph  
Reincarnation  
Rust Monster Touch  
Seduction VIII  
Summon Devil  
Temporary Resurrection  
Wither  
Youth

|                       |                         |
|-----------------------|-------------------------|
| 1 Banish              | 11 Prismatic Spray      |
| 2 Circle of Blindness | 12 Reflection           |
| 3 Combine             | 13 Seek                 |
| 4 Dissipation         | 14 Solidify             |
| 5 Find the Path       | 15 Transport Via Plants |
| 6 Guards And Wards    | 16 Vaporize             |
| 7 Intensify           | 17 Volcanic Circle      |
| 8 Maze                | 18 Weight Concentration |
| 9 Paralyzing Pit      | 19 Wind Walk            |
| 10 Prismatic Sphere   | 20 Write                |

description or explanation may seem *vague* or incomplete. The strictures set forth here are intended only as guidelines, and each DM should feel free to change any particular aspect of a spell (or any other part of the Witch description) to suit the preferences and/or needs of the individual and his/her campaign.

**Casting time:** To conserve space, casting times are not listed in the explanations/descriptions for each spell. The following general rules apply: Casting time for any spell described as “identical to” or “generally the same as” an existing spell is the same as described in the *Players Handbook* for the spell referred to. Casting time for any other spell of eighth level or lower is a number of segments equal to the level of that spell. Casting time for any High Secret Order spell, including spells from the *PH*, is 9 segments — except for *Banish*, which has a casting time of 5 segments.

spell will not work on any man who has taken damage from any other action of the same Witch during the current encounter.

**Control Vapor** — Range is 10 feet times the level of the Witch, area of effect is a 3" diameter sphere. A quantity of gas or vapor may be controlled and moved about, with a maximum movement of 6" per round. The spell caster may move while controlling the gases, but may not begin casting another spell while the control is being maintained. The duration of the spell is 1 turn, or until dispelled.

**Cure Wounds** — Usable only by Witches of Good or Neutral alignment. By touching one character or creature, the Witch can heal from 1-6 points of damage. Neutral Witches cannot use *Cure Wounds* and *Give Wounds* on the same day.

**Darkness** — Identical to the first-level Illusionist spell of the same name. Only Evil and Neutral alignments may employ this spell.

**Detect Evil** — Identical to the first-level Cleric spell of the same name.

**Detect Illusion** — Identical to the first-level Illusionist spell of the same name.

**Detect Poison** — By touching a character or creature, the caster can detect the presence of poison in that creature and determine what measures, if any, can be taken to neutralize the poison.

**Faerie Fire** — Identical to the first-level Druidic spell of the same name.

**Find Familiar** — Identical to the first-level Magic-User spell of the same name.

**Give Wounds** — Usable only by Witches of Evil or Neutral alignment. By touching one character or creature, the Witch can cause from 1-6 points of damage. Neutral Witches cannot use *Give Wounds* more than once per day.

**Light** — Identical to the first-level Cleric spell of the same name. Usable only by Witches of Good alignment.

**Magic Boomerang** — Range 2", maximum duration 10 rounds. This, magical missile is plus 3 to hit if cast by a Witch of level 1-16 and plus 4 to hit if cast by a Witch of level 17 or higher. The boomerang may be thrown around corners if the caster is in plain view of the corner and has just seen an opponent go in that direction, but the missile is only plus 1 to hit when thrown around a corner. The boomerang will damage opponents who require magic weapons to be hit. It may be thrown once each round for up to 10 rounds, scoring 1 point of damage for each successful hit, or it may be thrown once only for a fixed amount of damage (if it hits). If thrown once, damage caused is 4 points for a caster of levels 1-3, 5 points for a caster of levels 4-6, 6 points for levels 7-9, 8 points for levels 10-12, 10 points for levels 13-16 and 12 points for levels 17 and higher. The caster may specify subdual damage only, as per the procedure for subdual outlined for dragons in the *Monster Manual*. The spell is usable once per day.

**Mending** — Identical to the first-level Magic-User spell of the same name.

**Minor Quest** — Range 2", duration 6 hours, area of effect 5" diameter sphere. The spell will affect up to 12 experience levels' worth of humanoid opponents, or up to six levels (hit dice) worth of monsters, with lowest-level opponents in a group affected first. The caster must be able to verbally communicate with her opponents for the spell to work. By using this spell, the Witch can send her attackers away from her on an imaginary errand for themselves, such as going to town for supplies or going to a nearby river to get water. If the intended victim or victims fail a saving throw, they will be compelled to attempt the errand, provided that it poses no direct threat to their safety or well-being. There is a chance of 20% plus 1% per level of the caster that the quested being or beings will forget all about the Witch after the spell has worn off or after the quest is completed.

**Read Languages** — Identical to the first-level Magic-User spell *Comprehend Languages*, except that only written communications may be understood.

**Reflected Image** — Range 4", duration 1 day per level of the caster or until dispelled, area of effect up to 2" by 2". This spell enables a Witch to form a picture on any reflecting surface.

**Seduction I** — Range 6", duration 2 turns or until dispelled, area of effect one man. Spell causes the affected man to cast aside all weapons, armor and clothing in an attempt to seduce the Witch, leaving the victim virtually defenseless to attacks from the Witch or any

other character or creature. Immediately after the spell wears off or is dispelled, the victim can retrieve one of his dropped weapons on a roll of 11 or more on d20. If the roll is 16 or more, the victim may also retrieve a shield or helmet. Rolls may be repeated each round until successful, as long as the victim stays within grasping range of the weapon or other object to be recovered. The saving throw for this spell is computed by adding the *Seduction* spell level (1 through 8) to the Charisma score of the Witch and subtracting the Wisdom score of the intended victim. The resulting number is used as a modifier (plus or minus) to a roll of d20. The adjusted die roll must be equal to or greater than a certain number, depending on the class of the intended victim, for the save to be successful. Fighters and Rangers need a 13 to save, Thieves and Assassins 12, Paladins 10, Magic-Users and Illusionists 9, and Clerics, Druids and Monks need 8 to save.

**Sleep** — Identical to the first-level Magic-User spell of the same name, except in the number of creatures which can be affected. The spell will affect from 2-16 creatures of 1 hit die (or level 1), 2-12 creatures of 1 + 1 to 2 hit dice (or level 2), 1-6 creatures of 2 + 1 to 3 hit dice (or level 3) and 0-1 creatures of 3 + 1 to 4 hit dice (or level 4). Each group is rolled for separately, making it possible for the spell to affect up to 35 creatures at one time.

**Unseen Servant** — Identical to the first-level Magic-User spell of the same name.

## Second level

**Bless** — Identical to the first-level Cleric spell of the same name, except that only Good and Neutral Witches may cast.

**Charm Man II** — Same as *Charm Man I*, except that duration is 5-10 (d6 + 4) turns and number of men affected is 7-12 (d6 + 6) of 4th level or lower.

**Detect Invisibility** — Identical to the second-level Magic-User spell of the same name.

**ESP** — Identical to the second-level Magic-User spell of the same name, except that the character or creature to be affected must be touched.

**Find Traps** — Identical to the second-level Cleric spell of the same name.

**Hold Person** — Identical to the second-level Cleric spell of the same name.

**Hold Portal** — Identical to the first-level Magic-User spell of the same name.

**Identify** — Identical to the first-level Magic-User spell of the same name.

**Knock** — Identical to the second-level Magic-User spell of the same name.

**Locate Object** — Identical to the second-level Magic-User spell of the same name.

**Magic Mouth** — Identical to the second-level Magic-User spell of the same name.

**Nature Call** — Range 12" radius around Witch. The spell summons from 1-10 small birds or mammals (up to the size of a squirrel or hawk) or one creature as large as an eagle or a wolf. The spell allows communication with the summoned creatures, enabling the caster to give the creatures one of two orders. The summoned creatures can be made to rush at an opponent and fake an attack, causing confusion in monsters of animal intelligence or lower and causing more intelligent opponents to attack at -2 to hit for a duration of 1 turn. The summoned creatures cannot be forced to rush at a character or creature they would normally flee from. Summoned creatures can also be made to act as messengers, carrying any object their size will permit them to carry for up to 3 days.

**Pacify** — Range 6", duration 4 turns plus 1 turn per level of caster area of effect 1" x 1" x 2". The spell will affect from 1-8 creatures of 6 hit dice or less, causing those who fail a saving throw to cease combat and either leave the scene or lie down on the spot to rest (50% chance of each). Pacified characters or creatures will not harm the Witch or her party as long as the pacified creatures are not harmed. A pacified creature is allowed another saving throw each time that creature is attacked while under the influence of the spell. The spell does not affect undead.

**Pit** — Range 6", area of effect 4". The spell creates a 20-foot-deep

and 20-foot-wide pit anywhere within the area of effect. The spell may only be used in an outdoor environment, and cannot be employed inside a structure or enclosure or underground. If used as an offensive measure, intended victims are permitted a saving throw. A successful save made by a stationary opponent means the caster misjudged the target's position or distance from the caster, and the pit is formed at a location 20 feet away from the intended victim or victims. A successful save made by an intended victim who is in motion means that the target has a 70% chance of avoiding the pit during the next round. A victim who falls into the pit will take 2d6 damage if stationary before the fall, 3d6 if moving before the fall. The spell remains in effect until 6 creatures have fallen into the pit, or until it is dispelled.

**Purify Food & Drink** — Identical to the first-level Cleric spell of the same name, except that only Good Witches may cast it.

**Pyrotechnics** — Identical to the second-level Magic-User spell of the same name.

**Seduction II** — Same as *Seduction I*, except for determination of saving throw.

**Speak with Animals** — Identical to the first-level Druidic spell of the same name.

**Speak with Plants** — Identical to the fourth-level Druidic spell of the same name.

**Speak in Tongues** — Duration 2 turns plus 1 turn per level of caster. The spell enables a Witch to understand the language of any intelligent entity and communicate with that entity in that language. No saving throw allowed. Only one language may be understood and spoken for each casting of the spell, but it is possible to cast the spell again (while the first casting is still in effect) and understand up to three languages at once (with three separate castings).

### Third level

**Calm** — Area of effect 7" radius from caster, duration 6 turns. Number of characters or creatures affected is unlimited within the area of effect. All insects, animals, humanoid types, and monsters of 5 hit dice or less will lose their will to fight, even if currently engaged in combat to the death. Saving throws are made at -2. The magic resistance of any intended victim is lowered by 15% (subtraction) from its normal magic resistance for purposes of determining whether this spell is successfully cast. Every attack on a calmed being entitled that being to another saving throw at +3. Members of the Witch's party are unaffected by the spell unless one or more of them is attacking the Witch. The caster has no control over beings who are calmed after the spell has taken effect.

**Clairvoyance** — Identical to the third-level Magic-User spell of the same name.

**Comfort** — Range 2", duration 36 turns (6 hours), number of creatures affected up to 10. Recipients of the benefit of this spell will feel no pain, heat, cold, hunger, thirst or exhaustion and need not eat or rest for the duration of the spell. The spell does not negate normal damage taken, but it does negate the effects of a *Wand of Fear*, *Drums of Panic*, any similar magic item, or a *Sleep* spell. Recipients receive a +1 to all saving throws for the duration of the spell.

**Continual Light** — Identical to the third-level Cleric spell of the same name.

**Cure Disease** — Identical to the third-level Cleric spell of the same name.

**Dissipate Vapor** — Range 1" per level of the caster, duration 2 turns, area of effect 5" x 5" x 5". This spell disperses any gaseous substance. Creatures with intelligence (such as an air elemental) are entitled to a saving throw. The movement rate of the dissipating gas is 6".

**Fireball** — Identical to the third-level Magic-User spell of the same name, except that only an Evil or Neutral Witch may cast it, and only one Fireball may be cast in a day.

**Invisibility** — Identical to the second-level Magic-User spell of the same name.

**Lightning Bolt** — Identical to the third-level Magic-User spell of the same name, except that only Evil and Neutral Witches may cast it, and only one Lightning Bolt may be cast in a day.

**Mystic Rope** — Range 10", duration 2 turns plus 5 rounds for

each level of the caster above 6th level, or until the rope is destroyed or dispelled. The spell creates a magical rope in the Witch's hand or on the ground in front of any creature designated by the Witch who is within range. The rope can be of any length desired up to 100 feet. It will unerringly carry out the Witch's orders to move about, attach itself to any solid object so that characters can pull on it or use it to climb or descend a surface, or ensnare up to six small, three man-sized, or one giant-sized creature. In order to ensnare second and subsequent opponents, the rope must first successfully ensnare the creature upon whom the ensnarement is currently being attempted. The rope can attack only one potential victim at a time. Any part of the rope not being used to tie up a character can move at a rate of 9", and will drag an already ensnared creature around in an attempt to tie up other victims. The rope is considered to have a strength of 19. Saving throws are allowed to any creature in danger of being tied up, but a new saving throw must be made at the start of every round in which the danger still exists. Saving throws in the third and subsequent rounds are made at +2. Any creature being chased by the rope is -1 to hit other opponents in that round. Actual ensnarement, once a saving throw is failed, takes one full round, after which the victim is rendered helpless until and unless the rope can be cut or untied by the victim or destroyed by an attack form which will damage it. The rope has 1 hit point for each 4 feet of length, and has a saving-throw number of 12 against all attack forms which can harm it. The rope can be destroyed by *Dispel Magic* or *Disintegrate* if it fails its save. The breath weapon of a dragon, strong acid, and magical fire or lightning will all cause damage to the rope, and it will be destroyed and immediately disappear if its hit points are reduced to less than one-third of its original total. Normal weapons have no effect on the rope, but magical weapons can cut through the rope in 2 rounds. The rope suffers no damage from such blows, but will simply become two separate pieces of rope, each piece retaining the proper proportion of the rope's current number of hit points. Any captive with exceptional Strength (17 or above) has a chance of freeing itself in each round after becoming ensnared, but must save at -2 in the round after becoming freed in order to avoid immediately being tied up again. The percentage chance for a victim to free itself is 5% for a captive of 17 Strength, 10% for Strength 18/01 to 18/50, 15% for 18/51 to 18/75, 20% for 18/76 to 18/90, 30% for 18/91 to 18/99, 40% for 18/00, 50% for Strength 19, 55% for 20, 65% for 21, 75% for 22, 85% for 23 and 95% for Strength 24. A victim may make an attempt to free itself once per round. Dragons or dragon-sized creatures have a constant 80% chance per round to free themselves from the rope, but the percentage drops to 40% if the dragon is ensnared about the head, so as to render its breath weapon useless. Dragons may attempt no offensive action while trying to break an ensnarement about the mouth.

**Phantasmal Force** — Identical to the third-level Magic-User spell of the same name.

**Phantom Light** — A mobile *Faerie Fire* that will either follow behind the Witch and her party or lead the way, at a distance of up to 12". Identical in all other respects to the regular spell.

**Plant Entrapment** — Range 5", duration 2 turns, area of effect 2" x 2". Tree branches, grasses, shrubs and the like within the area of effect will grab at and attempt to hold motionless all living and undead creatures within their reach, and may attempt to disarm or strangle an intended victim if the Witch orders the attempt. If a victim fails to save against the spell, there is still a chance for the victim to free itself manually from the grasp of the plants, with the possibility of success dependent on the size and strength of the plant life doing the entrapping.

**Protection from Normal Missiles** — Identical to the third-level Magic-User spell of the same name.

**Remove Curse** — Identical to the third-level Cleric spell of the same name.

**Seduction III** — Same as *Seduction I*, except for determination of saving throw.

### Fourth level

**Charm Monster** — Identical to the fourth-level Magic-User spell of the same name.

**Control Fluid** — A Witch may control an amount of liquid equal

to 6 cubic feet for each level of experience of the Witch. For a maximum duration of 3 turns, the liquid may be made to move at the Witch's directions at the rate of 3" per round. The Witch may herself move about while this spell is in effect, but she may not begin to cast another spell until this spell ends or is dispelled.

**Cure/Cause Serious Wounds** — Generally the same as the fourth-level Cleric spell Cure Serious Wounds (reversible). Only Witches of Good or Neutral alignment can Cure, and the spell will restore 3-13 (2d6 + 1) points of damage. Only Witches of Evil or Neutral alignment can Cause, and the spell will administer 2-12 (2d6) points of damage.

**Glyph of Warding** — Identical to the third-level Cleric spell of the same name.

**Hallucinatory Terrain** — Identical to the fourth-level Magic-User spell of the same name.

**Infra-vision** — Identical to the third-level Magic-User spell of the same name.

**Levitate** — Identical to the second-level Magic-User spell of the same name.

**Mirror Image** — Identical to the second-level Magic-User spell of the same name.

**Neutralize Poison** — Identical to the fourth-level Cleric spell of the same name.

**Plant Growth** — Identical to the fourth-level Magic-User spell of the same name.

**Polymorph Other** — Identical to the fourth-level Magic-User spell of the same name.

**Polymorph Self** — Generally the same as the fourth-level Magic-User spell of the same name, except that the Witch may only use the claw and bite attacks of the creature which is assumed, and not any special attacks.

**Seduction IV** — Same as *Seduction I*, except for determination of saving throw.

**Shock** — Area of effect 6" radius of Witch, duration 1 round. The casting of this spell creates a blast of electrical energy emanating in all

directions from the Witch, doing 4-32 points of damage to each character or creature within the 6" radius. The spell affects friends and enemies alike. A successful saving throw cuts damage in half.

**Strength** — Identical to the second-level Magic-User spell of the same name.

**Wall of Water** — Range 3", duration 6 turns, area of effect up to 4" wide, 4" high, 1" thick. The casting of this spell creates a magical barrier of water which is impervious to normal fire, but not to a *Fireball* or other magically created flame. Creatures of flame take 5-30 points of damage when passing through it. The wall's swirling currents block missile fire, including Magic Missile and Magic Boomerang. Any living or undead thing with less than 5 hit dice cannot pass through the wall. Creatures with 5 or more hit dice can pass through, but will take 3-18 points of damage in doing so. Creatures which can pass through it will need 2 rounds to do so, unless the creature has Strength of 18/51 or greater, in which case it moves through at its normal movement rate. The wall cannot be used to create a Water Elemental. The wall must have one of its sides resting on the ground or floor. The spell caster may pass through the wall unharmed, and may fill up to 5 water flasks from it without harm. Any water stored in this manner will lose all its magical properties. When the spell ends or is dispelled, the water does not disappear but instead becomes normal water and flows out along "the surface it is contacting."

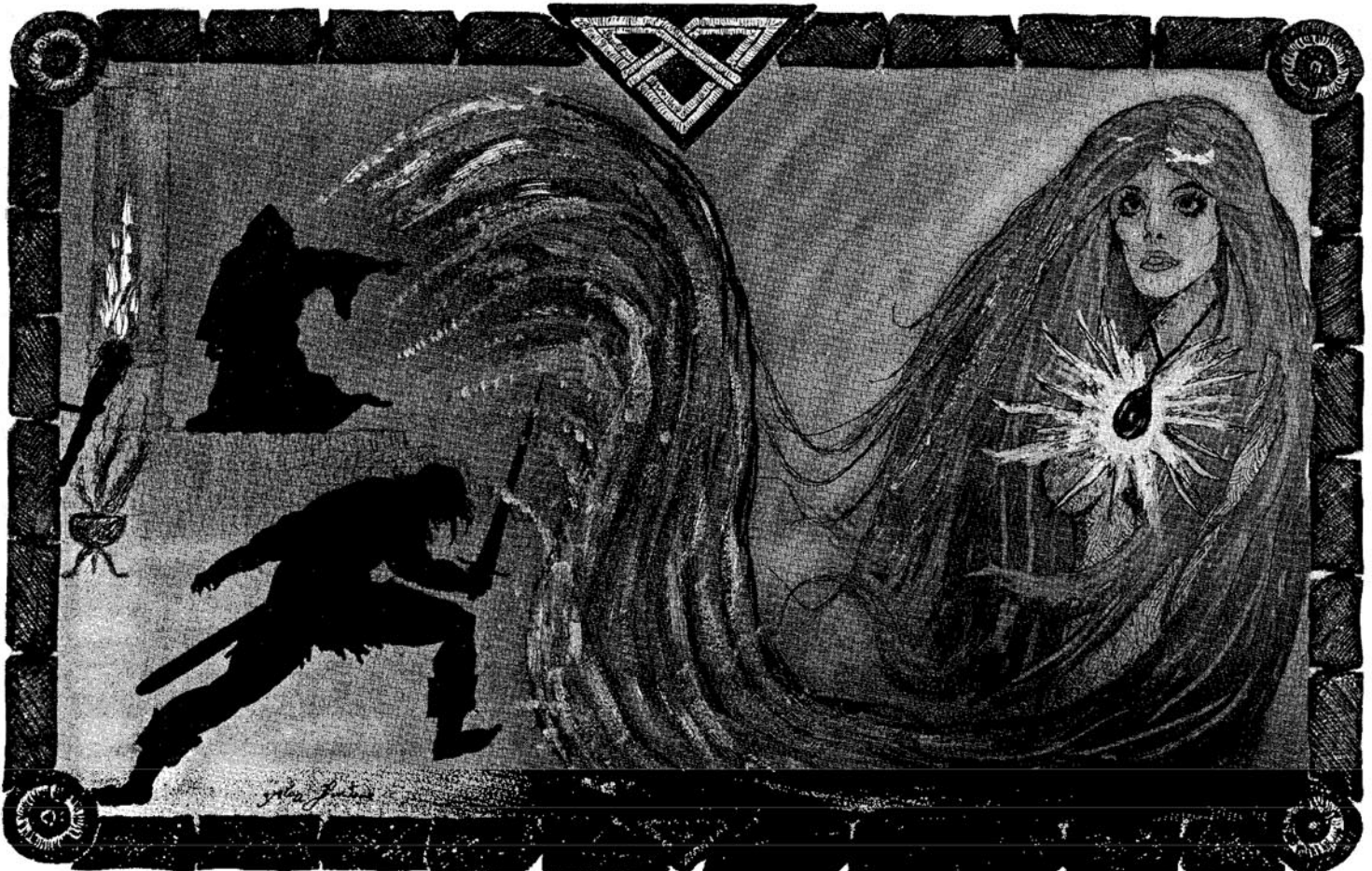
#### Fifth level

**Animal Growth** — Identical to the fifth-level Druidic spell of the same name.

**Anti-Magic Shell** — Identical to the sixth-level Magic-User spell of the same name.

**Charm Animal** — Generally the same as the second-level Druidic spell *Charm Person or Mammal*, except that the spell affects only non-humanoid animals.

**Immunity** — Duration 3 hours for each experience level of the caster. The character or creature touched by the Witch after the casting of the spell is immune to diseases and poisons for the duration of



the spell. Only one individual (or the Witch herself) may be affected with one casting, and the spell can only be used once per day.

**Insect Plague** — Identical to the fifth-level Cleric spell of the same name.

**Monster Summoning I** — Identical to the third-level Magic-User spell of the same name.

**Oracle** — Generally the same as the fifth-level Cleric spell *Commune*, except that the spell can be used only once per week.

**Produce Flame** — Generally the same as the second-level Druidic spell of the same name, except that the flame does not have to originate from the caster's hand and may be created anywhere within a 3" radius of the Witch.

**Seduction V** — Same as Seduction I, except for determination of saving throw.

**Slow** — Identical to the third-level Magic-User spell of the same name, except that the spell may only be cast by Witches of Good or Neutral alignment.

**Spirit** — Duration 4 plus 1-8 turns, range touch. The spell allows the Witch or any one character or creature she touches to have a non-corporeal body that can pass into and through objects. The recipient of the spell becomes transparent, but the outline of its body can be seen. Only lateral movement is allowed, at a rate of 12" per round. Normal weapons and missiles have no effect on a creature in *Spirit* form, magic weapons do half damage, and offensive spells are only 30% effective (15% if a save is made). Combat is possible with other noncorporeal forms such as Shadows, Spectres, Ghosts and Wraiths, as well as elementals of the medium through which the recipient is passing. The recipient of the spell may cast no spell higher than level 2 against opponents not in spirit form which cannot do full damage to the recipient.

**Teleport** — Identical to the fifth-level Magic-User spell of the same name.

**Transmute Rock to Mud** — Identical to the fifth-level Magic-User spell of the same name.

**Weakness** — Duration 1 turn per experience level of the caster, range touch, area of effect one individual. The spell cuts the victim's Strength in half (fractions rounded up) for the duration of the spell or until dispelled. A Strength of 18/01 or greater is reduced to 10.

**Water Breathing** — Identical to the third-level Magic-User spell of the same name.

**Wizard Eye** — Identical to the fourth-level Magic-User spell of the same name.

## Sixth level

**Animate Dead** — Identical to the third-level Cleric spell of the same name.

**Destroy Life Level** — Duration 1 turn or 2 touches, whichever comes first. All saving throws made at -5. The Witch must make a successful roll to hit the victim's armor class for the spell to work. Witches of level 20 and higher are allowed a duration of 2 turns or 3 touches. The effect of the spell is to drain life energy levels, identical to the effect of a Wight.

**Evaporate Fluids** — Same as Dissipate Vapor, except that the spell is effective against liquids instead of gases or vapors.

**Haste** — Identical to the third-level Magic-User spell of the same name.

**Leomund's Secret Chest** — Identical to the fifth-level Magic-User spell of the same name.

**Lower Water** — Identical to the fourth-level Cleric spell of the same name.

**Seduction VI** — Same as *Seduction I*, except for determination of saving throw.

**Telekinesis** — Identical to the fifth-level Magic-User spell of the same name.

**True Sight** — Identical to the sixth-level Illusionist spell of the same name, except that only Witches of Good alignment may cast this spell.

**Vision** — Duration 1 turn for each 7 levels of experience of the caster (fractions do not count). This spell enables the Witch to make any transparent or reflecting object into a crystal ball for one viewing. A crystal ball created in this manner does not count as one of the re-

quired items for a Witch desiring admission to the High Secret Order.

**Wards of Defense** — Duration 5 segments per experience level of the caster. The spell creates a stationary force field of a 2" radius around the Witch, shielding her from all magical or physical attacks for the duration of the spell or until it is dispelled. The Witch may cast spells of level 3 and lower from inside the field, and may fire missiles from within the field. The Witch may move about within the field, but if she moves up to or beyond the 2" radius from her original position, the spell is dispelled.

**Worship** — Range 12", duration 3 turns per level of the caster or until dispelled. The spell affects one intelligent (semi-intelligent or higher) creature, regardless of hit dice. Characters or creatures with magic resistance are entitled to a saving throw as usual, and will have their magic resistance reduced by a factor of 90% for purposes of determining whether the spell takes effect. Characters or creatures without magic resistance save at -2. The effect of the spell is to put the entity into a trance from which it cannot be revived until the spell expires or is dispelled. The victim will obey simple commands from the Witch, and if the victim has spell-casting capability it will cheerfully cast one spell from its repertoire (of the Witch's choice) on behalf of the Witch.

## Seventh level

**Astral Projection** — Identical to the seventh-level Cleric spell *Astral Spell*.

**Call Spirit** — Range 2" from corpse containing spirit to be called. No saving throw allowed. The spell must be cast at night, and the name of the deceased must be known to the Witch before casting. One round after casting, the spirit of the deceased character or creature is summoned to the Witch. She may then ask the spirit four questions of any sort, and the spirit is compelled to answer truthfully if the answer is known to it or can be obtained by it. Before any questions are asked, the spirit must be told whether it is supposed to search the spirit world for the answer(s) or to rely entirely on its own knowledge. There is a base chance of 50% that the spirit will know the answer to any question(s) asked of it. This chance is adjusted upward by 20% if a search of the spirit world is called for. However, a search of the spirit world will take from 5 rounds up to one day, depending on the difficulty or complexity of the question, per question. If a spirit does not know and is unable to discover the answer to a question, it will inform the caster of that fact. The spell lasts until dispelled, or until the caster has received four responses from the spirit.

**Control Lycanthrope** — Range 12" radius of the caster, duration permanent or until dispelled. No saving throw allowed. Any and all lycanthropes within range are affected, and will not automatically attack the caster. However, for each day or part of a day the spell remains in effect, there is a 5% chance (cumulative) of the affected creature(s) breaking the spell and attacking the Witch. (Roll separately for each creature.)

**Control Undead** — Same as *Control Lycanthrope*, except that the spell affects any and all undead creatures within range.

**Earthquake** — Identical to the seventh-level Cleric spell of the same name.

**Fire Storm** — Identical to the seventh-level Druidic spell of the same name.

**Geas** — Identical to the sixth-level Magic-User spell of the same name.

**Legend Lore** — Identical to the sixth-level Magic-User spell of the same name.

**Love** — Range touch, duration permanent or until dispelled. The spell is usable only by Witches of Good or Neutral alignment. The spell acts as a permanent love *potion* if the intended target fails its saving throw. The spell can only be removed by a *Limited Wish* or a *Wish*. Only one target can be affected for each casting of the spell.

**Seduction VII** — Same as *Seduction I*, except for determination of saving throw.

**Stone to Flesh** — Identical to the sixth-level Magic-User spell of the same name.

**Wall of Ice** — Identical to the fourth-level Magic-User spell of the same name.

#### Eighth level

**Charm Man III** — Same as *Charm Man I*, except that the spell affects 9-16 (d8 + 8) men of level 5 or lower.

**Clone** — Identical to the eighth-level Magic-User spell of the same name.

**Death** — Range 12", duration 1 round, area of effect 4" x 4". This spell instantly kills from 2-16 creatures (undead included) within the area of effect, as long as the intended victims have 7 or fewer hit dice. Or, one creature of more than 7 hit dice can be killed. No saving throw is allowed in either case. The effects of this spell can be negated if a successful Dispel magic has been cast earlier in the same round, or by a Dispel Enchantment spell cast by another Witch (see below).

**Dispel Enchantment** — Range 12" for creatures, touch for magic items. This incantation dispels any type or level of spell which is currently in effect within range of the Dispel Enchantment spell, or renders useless any single magic item which is touched by the caster. No saving throw allowed. Duration of the spell is 1 round for dispelling spells, 1 turn for neutralizing magic items.

**Mass Polymorph** — Range 12", area of effect 6" x 6" x 6". Caster may polymorph up to 10 man-sized creatures, as per the *Polymorph other* spell. Saving throw is made at -3 for each creature, -4 if only one or two creatures are intended to be affected. In addition, any character or creature which makes a successful system shock roll has no chance of being polymorphed. Up to three different types of creatures may be among the creatures which are changed into; for example, in a group of at least three targets, the Witch could turn one or more of them into a cat, one or more into a dog, and one or more into a mouse. Creatures larger or smaller than man-sized will cause the maximum number affected to be altered accordingly, with two small-sized creatures equivalent to one man-sized creature, and two or three man-sized creatures equivalent to one large-sized creature.

**Reincarnation** — Identical to the sixth-level Magic-User spell of the same name.

**Rust Monster Touch** — Duration 1 turn or until dispelled, range touch. The spell affects all ferrous metals as if they had been touched by a Rust Monster, and can affect as many items as the Witch can touch within the duration of the spell. Magical items made of metal get a save at -4; otherwise, no saving throw allowed.

**Seduction VIII** — Same as *Seduction I*, except for determination of saving throw.

**Summon Devil** — Usable only by Witches of Evil alignment. The spell is generally the same as the fifth-level Magic-User spell *Conjure Elemental*, except that the conjured devil will vanish without attacking should the Witch's concentration be disturbed. Arch-devils cannot be conjured, and any intelligent devil that is conjured and performs a service for the Witch may claim a service from her at any future time. Protection from Evil must be cast by a Cleric or Magic-User in the Witch's party, or the Witch herself must burn a blue candle, before the spell can be cast. No saving throw allowed.

**Temporary Resurrection** — Duration 2 days per experience level of the caster, range 6", only one character or creature can be affected on each casting. The spell will cause the affected character or creature to be brought back to life with its full powers. No saving throw allowed. The spell is reversible, with *Temporary Death* causing the affected creature to be rendered lifeless for the duration. A saving throw is allowed for the reverse of the spell. Only Witches of Evil or Neutral alignment may cast *Temporary Death*.

**Wither** — Duration 1 turn or 2 touches, whichever comes first. The spell will cause any character or creature which is touched to immediately age 100 years. Intelligent creatures (low intelligence or higher) are allowed a saving throw.

**Youth** — Duration 2 rounds, usable once per day. Affects one character or creature per casting of the spell. Anyone or anything touched becomes 10 years younger for the duration of the spell.

#### High Secret Order spells

**Banish** — Range 24", area of effect 2" x 4" x 4". The effect of this spell is to send any character or creature (including another Witch) or

an inanimate object which has been animated straight to Hell, with a 40% chance of the banished creature or thing appearing directly in front of a very irritated major devil. The spell affects one creature or thing only, but is infallible and operates regardless of any attempts to dispel or counteract it. Even creatures the Witch cannot actually detect may be banished if one is threatening her well-being in a direct way, as long as that creature or thing lies within the spell's area of effect.

**Circle of Blindness** — Range 7", area of effect 3" radius of impact point, duration 3 turns. No saving throw. All Witches are immune to the effects of this spell. Within the area of effect, the spell neutralizes normal vision and hearing and negates the effects of the following spells: *ESP*, *Detect Invisibility*, *Detect Magic*, *Detect Evil/Good*, *Locate*



*Object*, *Seek*, *Clairvoyance*, *Clairaudience*, *Infravision* and *Wizard Eye*. The spell also renders useless any magic item which offers any sort of detection ability. The circle is immobile, and victims may blunder out of the area of effect. The only other ways to counteract the effects of the spell before it wears off are Wishes of any sort, the Witch spell *Dispel Enchantment*, or by the intentional premature dispelling of the spell by the caster.

**Combine** — This spell allows the caster to combine the casting of two or more spells, not to exceed a total of 7 spell levels. Range, duration and area of effect of the combination spell are determined according to the smallest and/or shortest such figures for the spells involved.

**Dissipation** — Range 5", area of effect 4" x 4" x 4". The spell enables a Witch to disperse any single elemental, cloud or mist or any magically created wall (including a *Wall of Force*). The duration is 5 rounds for any cloud or mist, 1 round for any other object dispersed.

**Find the Path** — Identical to the sixth-level Cleric spell of the same name.

**Guards And Wards** — Identical to the sixth-level Magic-User spell of the same name.

**Intensify** — Range 15" (outdoors only), duration 1 turn, area of effect 1/2 mile square. This spell multiplies the power of one currently existing natural phenomenon: A light breeze would become a hurricane-strength wind, the sound of rustling leaves would become a deafening tumult, a sprinkle of rain would become a flash flood. *Dispel Magic* has no effect on this spell.

**Maze** — Identical to the eighth-level Magic-User spell of the same name.

**Paralyzing Pit** — Range 8". The spell, when cast outdoors, causes the immediate formation of a pit 2" x 2" x 2". Victims falling into the pit, either upon its formation or in subsequent rounds, automatically take 2-12 points of damage from the fall. In each round after the fall, a victim must make a saving throw vs. magic or be paralyzed. The paralyzation feature of the pit lasts for 6 rounds after the formation of the pit, but the pit is permanent and will continue to inflict the 2-12 points of damage to anyone or anything which falls into it later. When the spell is cast in a dungeon or inside any other type of enclosure, no pit is formed; instead, a paralyzation field 1" thick and 2" wide, to the maximum possible height, is formed. The field lasts for 12 rounds. Victims are allowed a saving throw at + 1, and if a save is failed the victim is paralyzed for 2 rounds. Victims are entitled to a new saving throw every second round they are in the field, but must make a successful save in two consecutive rounds to avoid being paralyzed all over again. The spell caster may enter the pit or the field without being adversely affected.

**Prismatic Sphere** — Identical to the ninth-level Magic-User spell of the same name.

**Prismatic Spray** — Identical to the seventh-level Illusionist spell of the same name.

**Reflection** — Duration 2 turns, area of effect immediate area around spell caster. This spell creates a shimmering cloud around the Witch, causing any magical attack used against her to be turned against the attacker. Attacks with normal weapons have no effect and are not reflected. The spell will not reflect the effects of a Banish spell or any detection spell. Banish will still work, and all detection spells will simply have no effect.

**Seek** — By casting this spell, a Witch immediately gains the ability to determine the location of any single item, place, or creature and visualize all major aspects of its immediate surroundings (within 5"). She will be able to tell generally in what part of a world or area the thing being sought exists, and the closer she actually is to the thing being sought, the more definite her general idea will be. The spell may be used by a Witch for her own benefit, or she may be induced to cast it on behalf of another character or creature, as long as that individual is of the same specific alignment as the Witch. When the spell is performed on behalf of someone else, the Witch must be provided with an extremely detailed description of the item being sought. As payment for her service, the Witch will require a magic item in the individual's possession (50% chance) or a sum of from 10,000-40,000 gold pieces.

**Solidify** — Range 3", area of effect 2" x 2" x 2". By casting this spell, the Witch can cause the atmosphere within the area of effect to solidify. The solidifying process takes 5 rounds, after which any creature(s) within the area of effect will be trapped and unable to move. The atmosphere forms into a rock-like substance which is solid and hard, but porous enough to allow trapped creatures to breathe. The substance is not affected by *Dispel Magic* or Dissipation or any other similar spell.

**Transport Via Plants** — Identical to the sixth-level Druidic spell of the same name.

**Vaporize** — Range 3", duration 10 rounds, area of effect 4" wide x 2" deep x 2" high. Any rock, mineral matter, or metal in the affected area is turned into a thick fog which can be blown away. *Dispel Magic* has no effect on this spell.

**Volcanic Circle** — Range 8", duration 3 rounds. The spell creates a circular line of cohesive lava 1" wide by 1/4" deep which radiates outward from the point of origin at the rate of 12" per round. Creatures which the lava passes beneath will take 8-80 points of damage from the molten rock. Creatures immune to normal fire are unaffected. The spell caster is likewise unharmed. Ground which has already been passed over by the circle is safe to walk on. *Dispel Magic* has no effect on this spell.

**Weight Concentration/Dilution** — Range 10", duration 6 turns, area of effect up to 10 creatures or objects. The spell enables the Witch to triple a target's weight, making it move more slowly, become unable to fly, etc. *Weight Dilution*, the reverse of the spell, causes a target's weight to be reduced to one-tenth of its normal amount, meaning that strong winds could blow away men, wagons, or other normally heavy objects. Targets are allowed saving throws. *Dispel Magic* has no effect on this spell.

**Wind Walk** — Identical to the seventh-level Cleric spell of the same name.

**Write** — Identical to the first-level Magic-User spell of the same name.



# The *Revised and expanded NPC class* Witch by Bill Muhlhausen

The witch is a special type of powerful spell-caster. Though similar to the magic-user, it is not a magic-user subclass, much in the same way that the cavalier is similar to (but not a subclass of) the fighter. The witch has talents and powers normally associated with other spell-casting classes, as well as its own unique abilities.

Based upon the witch of fairy tale, myth, and fantasy, the class includes a number of distinctive abilities. Witches use herbs for healing and magic, somewhat in the manner of druids (to which witches are distantly related). Witches combine cleric and magic-user forms of magic, since they are essentially worshipers of forbidden religions (generally evil in nature, but not always so). They specialize in spells involving nature, the changing seasons, and sympathetic magic (*i.e.*, magic based upon the similarities between a spell-casting ritual and the spell's effect), and they are also very knowledgeable about enchantment/charm spells involving humans and humanoids. The manipulation and control of other beings is one of the hallmarks of witch magic—a necessary step on the way to achieving greater and greater power. Evil witches often specialize in curses and destructive spells.

Witches gain new spells by performing ritual sacrifice and prayer to deities—usually demon princes, archdevils, or the current oinodaemon. If the deity is pleased, it sends a servant being to teach the witch a new spell appropriate to her level and ability. Because the witch must learn the new spell as a magic-user does, her chance to know each listed spell and her minimum and maximum number of spells per level are taken from Table II on page 10 of the *Player's Handbook*. Witches always gain the spells *read magic* and *write*, not having to check for knowing these spells as they start in their class. Witches may use the latter two spells to learn the spells used by other spell-casting classes, so long as the spells learned are duplicated in the list of spells allowed to witches, and so long as the witch is of a level appropriate to the spell. For instance, a 4th-level witch who has found a scroll with the 2nd-level cleric spell *find traps* may attempt to learn the spell directly from the scroll, copying it down (in her own magical language) for future use. All witches keep and use spell books, from which they relearn their spells as do magic-users (see page 40, "Recovery of spells," in the *DMG*, and pages 79-80 in *Unearthed Arcana*).

If a Dungeon Master desires a witch with more variety, the restrictions on which spells may be learned by witches may be loosened. Spells that summon beings from the lower planes and bind them to certain tasks are not likely to be taught to a witch by her deity's servants (whether they are evil or good), but nothing should stop the witch from looking up such arcane knowledge on her own. Independent witches who did not join a High Secret Order (see below) are the ones most likely to make use of such spells—so long as the witches do not use them to attempt to bind their own deity. Other spells, particularly those from *Unearthed Arcana*, may be added as well (see the general notes on spells below).

There are two orders of witches. Low Order Witches may progress to 16th level, and High Secret Order Witches may advance to 22nd level. Witches may be of any alignment, though evil witches are the rule; good and neutral witches are almost unknown. The prime requisites for a witch are intelligence and wisdom, each of which must be 13 or higher. Only humans, elves (any sub-race from *Unearthed Arcana*), and half-elves can be witches; furthermore, only humans and dark elves (drow) can be members of a High Secret Order. Other elves and all half-elves are

limited to no higher than 11th level as witches, but no male witch of any race can rise higher than 9th level. No witch may be multiclassed or double-classed, due to the difficulties involved in learning and maintaining one's magical powers. No earned bonus to experience is gained for exceptional ability scores.

Most witches are female, since this class attracts a disproportionate number of female humans, elves, and half-elves to its practice. This situation is encouraged by the large number of evil male beings ruling the Lower Planes, most of whom desire mortal consorts, and by female deities (of any alignment) governing magic, who find worshipers among women in oppressive, male-dominated societies. Male witches are sometimes called warlocks, though this term invites confusion with the level title for 8th-level magic-users. Conversely, many female magic-users are improperly called witches. As a generic term for a single witch, the pronoun "she" is used in this text.

Witches have 4-sided hit dice and receive 1 hit die for each level of experience up to and including 11th level. Thereafter, they each receive one additional hit point for each level of experience—11+1 for 12th level, 11+2 for 13th level, and so on. Witches receive constitution bonuses as do magic-users, and they save either as magic-users or as clerics, on whichever column is better against a given effect. Weapon proficiencies, allowable weapon types, attack tables used, and attacks per round are all as per magic-users. They may wear no armor whatsoever, save for magical protections such as rings, bracers, cloaks, etc., and witches cannot use shields. They may use any magical item that magic-users are able to employ. Oil may be used as a weapon (though it rarely is), and poison is freely used by evil witches.

Witches with above-average intelligence receive bonus spells, similar to the procedure for a cleric with above-average wisdom:

| Intelligence | Spell bonus            |
|--------------|------------------------|
| 13           | One first-level spell  |
| 14           | One first-level spell  |
| 15           | One first-level spell  |
| 16           | One second-level spell |
| 17           | One third-level spell  |
| 18           | One fourth-level spell |
| 19+          | One fifth-level spell  |

The spell bonuses are cumulative; e.g., a witch with a 15 intelligence receives three additional 1st-level spells. A witch must have an intelligence of 16 to cast 8th-level spells.

**WAR!**  
**IUZ**  
**ON THE**  
**MOVE**  
**NOW IS THE**  
**TIME**  
**FOR GOOD PEOPLE**  
**TO RALLY TO THEIR**  
**DEFENSE!**  
**FURYONDY WAR COUNCIL**



Witches start out in the world with a variable amount of money, depending upon how well they are liked by their deities. Multiply a witch's charisma score by 10 and add a variable amount from 2-20 to find the number of gold pieces given to a 1st-level witch through a servant of her deity. Thereafter, witches tend to accumulate numerous useful magical treasures. NPC witches have an amount of magical treasure equal in gold-piece value to their level multiplied by five, expressed in terms of thousands of gold pieces. For example, a 2nd-level NPC witch would have about 10,000 gp worth of magical equipment — perhaps a single ring of *mammal control*, *potions of invisibility* and *diminution*, an *eversmoking bottle*, and a *rug of smothering* (used as a trap). The cash reserve for an NPC witch is roughly equal to her amount of experience points expressed as gold pieces, though "cash" may actually be in the form of mundane items such as glassware, spell components, wall hangings, furniture, and so forth. Each NPC witch's lair should be tailored by the DM to fit the campaign circumstances as seen fit. These guidelines do not apply to PC witches (if they are permitted).

#### **Followers, hirelings, and apprentices**

Because of their close working relationship with their deities, witches regard themselves as superior to all other classes of characters. Witches tolerate no masters save their deities or higher-level witches, and they insist upon governing all underlings with absolute authority, regardless of alignment. Witches who have become consorts of their deities are especially dangerous and intolerant of all rivals. Anyone who attempts to control or give orders to a witch invites disaster.

When a witch reaches 9th level, she can attract 5-50 zero-level followers of the appropriate alignment if she establishes a place of worship. Since witches usually worship forbidden gods, such a place of worship must be kept secret, and it must also be cleared of wandering monsters. The followers try to remain hidden from the outside world except under extreme circumstances. A witch may also obtain the services of hirelings in the normal manner and is allowed to consult with sages if she desires.

A witch may have as many as three apprentices in training at one time. All apprentices are, of course, witches themselves and cannot be of a level higher than one-fourth of the witch's experience level. Thus, a 4th-level witch can have 1-3 1st-level apprentices and cannot have a 2nd-level apprentice until reaching 8th level herself (fractions are rounded down).

Apprentices can acquire experience points through normal means, and can also receive the benefit of up to one-half of the witch's own acquired experience points. The awarding of a witch's experience points to her apprentice(s) can only take place when the points gained would

not raise the apprentice(s) to a level more than one-fourth the level of the witch herself.

For example: A 7th-level witch with 60,000 experience points has a 1st-level apprentice with 2,300 experience points, and the witch performs an action that awards her 500 experience points. The apprentice would be entitled to half, or 250, of those points (if the witch desired to award the points to the apprentice), except that such an addition would raise the apprentice to second level, and the witch cannot have a 2nd-level apprentice until she reaches 8th level. Thus, the apprentice can be awarded a maximum of 200 points because she must remain at 1st level; from that point onward, the apprentice won't be able to record any more experience points gained until her teacher advances to 8th level.

### High Secret Orders

Each major deity worshiped by witches maintains a formal organization of the most powerful witches in a certain area. This organization is usually known as a High Secret Order. High Secret Orders may have members scattered over an entire world or across a small country, as the situation permits; orders that have been decimated by magical wars or which are just starting out may be highly localized. High Secret Orders serving different deities and causes have been known to attack one another in dreadful battles involving attacks by extraplanar creatures and the use of awful spells, though — surprisingly — such orders are rarely warlike. Even members of diametrically opposed orders prefer to oppose each other in more subtle manners, weaving complex plots and spreading their influence against one another in generations-long dances of rivalry and power. Kings, high priests, archmages, and dragons may be drawn into these conflicts, serving as pawns in a greater game.

Upon attaining 10th level, a witch must decide whether to apply for membership in a High Secret Order. This application may be made only by witches with at least 16 intelligence and 16 wisdom. The witch must also possess at least one of the following objects: any magical *crystal ball*, any magical (non-cursed) broom, a *mirror of mental prowess*, a *mirror of life trapping*, or one of these objects, depending on alignment: *libram of silver magic* if good, *libram of gainful conjuration* if neutral, or *libram of ineffable damnation* if evil. Unless accepted into the High Secret Order, a witch may not progress beyond 16th level. A witch who joins a High Secret Order may progress to the 22nd level of experience.

Witches who join a High Secret Order are bound to even greater servitude to their deities than before and take on additional responsibilities to carry out their deities' wills. Witches who choose not to join such an order at 10th level cannot later decide to join, but they gain more

personal freedom and have a less complicated relationship with their deities. Such "independent" witches are not well regarded by other witches, even those of their own alignment and religion, and High Secret Orders rarely go out of their way to assist these "ungrateful renegades."

High Secret Order witches, in addition to the spells acquired normally, receive one additional High Secret Order spell for each level they have gained while in the High Secret Order. For example, a 10th-level witch receives one High Secret Order spell; at 15th level, she receives six High Secret Order spells; finally, at 22nd level, she receives 13 High Secret Order spells.

There is only one Queen of Witches and one Princess of Witches for each High Secret Order. A princess who acquires enough experience points to become queen when there is a reigning queen must either remain at princess level (gaining no additional powers or abilities) or plot against the current queen in an attempt to overthrow her.

### Witches' special abilities

A witch is taught certain special abilities by her deity and her deity's otherworldly servants as she progresses in level. These abilities, noted on the Witches Table at their appropriate levels, are explained below. Note that spell-like powers are in addition to spells already known by the witch.

**Brew poisons and narcotics (3rd level):** An evil witch can brew one dose of either a poison or a narcotic each day, providing she has the necessary ingredients. The mixtures cannot be used to coat weapons and must be ingested by the intended victims. A witch learns how to brew Type A ingestive poison at 3rd level (see pages 20-21 of the *DMG*). She learns how to brew an additional type of ingestive poison for every two levels she progresses beyond third level. Thus, at 11th level, a witch can brew Type E poison. Saving throws are applicable.

A narcotic has the effect of a *sleep* spell on a victim with 8 hp or less if the saving throw is failed. A victim with 9-16 hp is reduced to half dexterity and half normal movement for 12 turns; a victim with 17-24 hp loses one-third dexterity and one-third movement rate for the same 12-turn duration; a victim with 25 + hp loses one-sixth dexterity and movement for the duration of the narcotic's effect. A successful saving throw halves the effect and duration of a narcotic. Only humans, demi-humans, and humanoids are affected.

### Missed by /that/ much.

Was that a demi-goddess I saw last night?  
You: lacquer blue enamel armor, bejeweled hilt and longsword sheath, flame gem eyes attended by a Ranger & Druid friends.  
Me: Five eyes, dual-proboscis and six tentacles (that you can see). Let's dance on the random encounter's table this weekend!  
Roll the dice and let's score a Nat 20, together!

**Brew truth drug (4th):** A witch may brew one dose of truth drug per week. A victim who ingests a dose of the drug and fails a save vs. poison falls into a stupor and is forced to answer 1-4 questions truthfully. The truth drug can only affect an individual of an equal or lower experience level (or equal or fewer hit dice) than the witch who brewed the potion. The stupor (which reduces movement and strength by half) lasts 2-12 turns. A dose of truth drug is potent for only one day after being made. Only humans, demi-humans, and humanoids are affected.

**Brew love potion (5th):** The witch can brew one special form of *philter of love* per week. The potion has all the effects of the usual potion, save that the victim is affected only by the witch, the victim gains a -4 to save against being charmed by the witch, and the *charming* effects last for 8+2-8 turns. This potion has a chance of affecting a victim of the same level (or with equivalent hit dice) as the witch who brewed the potion. Thus, a 9th-level witch could brew a potion to affect a fighter of 9th level or lower, but not a 10th-level fighter. Enamoring effects last until dispelled. Victims who save vs. spells are not affected. Only humans, demi-humans, and humanoids are affected.

**Manufacture potions and scrolls (6th):** At this level, a witch may make any potions listed in the *Players Handbook* or in *Unearthed Arcana*, without the help of an alchemist. An alchemist can cut compounding and infusing times by 50%. In addition, scrolls may be penned by the witch for later use, as per the rules in the *DMG* (pages 116-118).

**Candle magic (7th):** A witch may manufacture one candle per month, a process that requires no interruptions (or else the candle is ruined). For each three days spent in making a candle, the candle burns for one turn, up to a maximum of 9 turns (for a candle which took 27 days to make). The magic of a candle takes effect when the candle is either snuffed out or burned down to nothing at the end of its duration. At 7th level, a witch may make red candles; the ability to make other colors of candles is gained as the witch rises in level. A candle must be burned in the presence of the intended victim (where appropriate) in order to work, and the victim must not be farther than 10' away throughout the entire burning time.

Saving throws may be attempted, where applicable, for the effects of all candles except red candles. Any candle that does not burn continuously for at least one turn has no effect. A candle that is extinguished midway through a turn is treated as though it had not burned at all during that turn, but that turn is counted against the maximum amount of time a certain

candle may be burned. Thus, if a candle with a maximum life of five turns is extinguished midway through its third turn of burning, its effects are as though it had only burned for two turns (not two and a fraction), but if it is re-ignited later, it has only two, turns of burning left before it goes out automatically.

**Red candle:** The victim is affected as if by a *philter of love*, with a duration of one day (24 hours) for each turn of burning. No saving throw is allowed, and the potion's effects cannot be dispelled except by a *limited wish*, *alter reality*, or *wish* spell.

**Blue candle (9th level):** One turn of *protection from evil/good*; 10' radius (as per the magic-user spell) is gained for each turn of burning. This power has double effects against good beings if used by an evil witch, or against evil beings if used by a good witch.

**Purple candle (11th level):** This acts as a truth drug, as noted above, allowing two questions to be asked of a victim for each turn of burning, with all such questions being answered truthfully.

**Yellow candle (13th level):** One turn of telepathy (the witch is able to read a victim's mind and communicate with him) is gained for each turn of burning. All languages are understood for the duration of the effect, and falsehoods and evasions are known as such.

#### Notice of Pending Demolition:

People of E4, 75. Horned Society is preparing coordinated assault against Furryondy/Shield Lands and your village is scheduled for imminent demolition. You have three rounds to evacuate.

#### Change of Ownership and sale:

E4, 75. From Belvor IV, Furryondy to The Dread Hierarchs, Horned Society. For sale: One, used village, uninhabited, mostly-razed and unkempt. Needs magic. A sure fixer-upper, but solid investment.

**Gold candle (15th level):** This cures 1-6 hp damage on any being able to be affected by a cure *light wounds* spell, on the being nearest the candle when the latter is extinguished, for each turn of burning. If the witch puts out the candle, she herself is cured.

**Black candle (18th level):** One curse can be placed on a victim for each turn of burning, up to a maximum of six turns of burning and six curses. The curses are weakness (strength reduced to 3), *feeble-mindedness* (intelligence reduced to 3), clumsiness (dexterity reduced to 3), *foolishness* (wisdom reduced to 3), *ugliness* (charisma reduced to 3), and *exhaustion* (constitution reduced to 3). Saving throws vs. spells can be attempted for each curse and, if successful, negate that particular curse only. Casting *wish* or *remove curse* (the latter by a cleric of at least 9th level) removes one curse for each casting of that spell. Each curse lasts indefinitely until dispelled.

**Use all-magical scrolls (9th):** Druid, magic-user, and illusionist scrolls can be read and used with a 10% chance of spell failure. Cleric scrolls can be read by a witch, but only those spells usable by both clerics and witches may be employed (with a 20% chance of failure).

**Acquire familiar (10th):** This power is similar to a magic-user's 1st-level *find familiar* spell, except that there is no chance of not acquiring a familiar. Witches' familiars are quite powerful. The familiar adds its hit points to the witch's, but, if the familiar dies the witch only loses the hit points the familiar originally added – not *double* the number. Familiars as tough as a witch's are difficult to locate; if her familiar dies, a witch must wait from 3-18 years to acquire another. Familiars are usually given bizarre names by their mistresses, such as puns (Mephisto-Fleas), nonsense words (Sybybala), anagrams of other famous names (Yaabagab), and so on.

The specific animal types used as familiars by witches are the same as used by regular magic-users. However, a witch's familiar is capable of human speech, has high intelligence and considerable cleverness, and is AC 5 with 2 HD. Such familiars may not appear noticeably different from others of their kind, however. A witch's familiar adds +1 to its "to hit" and damage rolls. Possession of a familiar gifts the witch with the abilities given by a *pearl of power* (of a type randomly determined for each familiar), because the familiar's own mind can store spells and telepathically assist the witch. A telepathic link bonds both witch and familiar within a 12" radius. Special familiars may be acquired, as per the magic-user spell, and such always have the maximum number of hit points.

| Experience points | Experience level | 4-sided dice for accum. hit points | WITCHES EXPERIENCE TABLE |   |   |   |   |   |   |   |     |                     | Level title                         | Special ability gained |
|-------------------|------------------|------------------------------------|--------------------------|---|---|---|---|---|---|---|-----|---------------------|-------------------------------------|------------------------|
|                   |                  |                                    | Spells usable by level   |   |   |   |   |   |   |   |     |                     |                                     |                        |
|                   |                  |                                    | 1                        | 2 | 3 | 4 | 5 | 6 | 7 | 8 | HSO |                     |                                     |                        |
| 0-2,500           | 1                | 1                                  | 1                        | - | - | - | - | - | - | - | -   | Medium              | None                                |                        |
| 2,501-5,000       | 2                | 2                                  | 2                        | - | - | - | - | - | - | - | -   | Soothsayer          | None                                |                        |
| 5,001-10,000      | 3                | 3                                  | 2                        | 1 | - | - | - | - | - | - | -   | Spiritualist        | Brew poisons and narcotics          |                        |
| 10,001-20,000     | 4                | 4                                  | 3                        | 2 | - | - | - | - | - | - | -   | Sybil               | Brew truth drug                     |                        |
| 20,001-35,000     | 5                | 5                                  | 4                        | 2 | 1 | - | - | - | - | - | -   | Siren               | Brew love potion                    |                        |
| 35,001-50,000     | 6                | 6                                  | 4                        | 3 | 2 | - | - | - | - | - | -   | Conjurers           | Manufacture potions and scrolls     |                        |
| 50,001-75,000     | 7                | 7                                  | 5                        | 3 | 2 | 1 | - | - | - | - | -   | Mystic              | Candle magic                        |                        |
| 75,001-100,000    | 8                | 8                                  | 5                        | 4 | 3 | 2 | - | - | - | - | -   | Seeress             | None                                |                        |
| 100,001-200,000   | 9                | 9                                  | 5                        | 5 | 3 | 2 | 1 | - | - | - | -   | Enchantress         | Use all magical scrolls             |                        |
| 200,001-350,000   | 10               | 10                                 | 5                        | 5 | 4 | 3 | 1 | - | - | - | 1   | Sorceress           | Acquire familiar                    |                        |
| 350,001-600,000   | 11               | 11                                 | 6                        | 5 | 4 | 3 | 2 | - | - | - | 1   | Witch               | None                                |                        |
| 600,001-900,000   | 12               | 11+1                               | 6                        | 6 | 5 | 3 | 2 | 1 | - | - | 1   | Topaz Witch         | Manufacture magical items           |                        |
| (300,000 xp       | 13               | 11+2                               | 6                        | 6 | 6 | 4 | 3 | 1 | - | - | 2   | Sapphire Witch      | Brew flying ointment                |                        |
| per level for     | 14               | 11+3                               | 6                        | 6 | 6 | 5 | 3 | 2 | 1 | - | 2   | Ruby Witch          | None                                |                        |
| each additional   | 15               | 11+4                               | 6                        | 6 | 6 | 6 | 4 | 3 | 1 | - | 2   | Emerald Witch       | Manufacture control doll            |                        |
| beyond 12th)      | 16               | 11+5                               | 6                        | 6 | 6 | 6 | 5 | 3 | 2 | 1 | 3   | Diamond Witch       | Manufacture permanent magical items |                        |
|                   | 17               | 11+6                               | 6                        | 6 | 6 | 6 | 5 | 4 | 3 | 2 | 3   | Witch Mother        | Fascination                         |                        |
|                   | 18               | 11+7                               | 6                        | 6 | 6 | 6 | 6 | 4 | 3 | 3 | 3   | Priestess           | None                                |                        |
|                   | 19               | 11+8                               | 6                        | 6 | 6 | 6 | 6 | 5 | 4 | 4 | 4   | High Priestess      | None                                |                        |
|                   | 20               | 11+9                               | 7                        | 6 | 6 | 6 | 6 | 6 | 6 | 5 | 4   | Eternal Priestess   | Longevity                           |                        |
|                   | 21               | 11+10                              | 7                        | 7 | 7 | 7 | 6 | 6 | 6 | 6 | 4   | Princess of Witches | Limited wish                        |                        |
|                   | 22               | 11+11                              | 7                        | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 5   | Queen of Witches    | Shape change                        |                        |



**Manufacture magical items (12th):**

At this level, a witch may manufacture magical items that do not have permanent natures (such as wands and rechargeable items, as well as one-shot devices).

**Brew flying ointment (13th):** The witch may brew enough ointment per week for one human-sized individual to fly (as per the *fly* spell, only at 48" speed). The flying duration is 1-4 hours plus a number of turns equal to the witch's level. The ointment must be smeared over the recipient's unclothed body to work. Witches using this ointment have maneuverability class A.

**Manufacture control doll (15th):**

Once per week, a witch can make one clay or wax doll which she can use to control one character or monster. Dolls are made to fit general categories, e.g. a man, a woman, a troll, a dragon. For the doll to function as desired, a part of the specific target (a nail clipping, a lock of hair, a bit of outer skin or scales, etc.) must be made part of the doll. Once the specific material is added, the doll acquires a focus. The doll must now be shown to the intended victim. If the victim fails to save vs. spells, the victim is *charmed* (as per a monster's *charm* spell, in the DMG, page 65). The *charm* lasts as long as the doll is intact and in the witch's possession. If the witch loses the doll, or if the doll is destroyed or damaged, the spell is broken.

**Manufacture permanent magical items (16th):**

The witch may now create items that do not require recharging. This process is performed in a month-long ceremony during which the witch takes the item to be enchanted and invokes her deity to properly enspell the item. The chance for success is 70%, plus a percentage amount equal to the witch's charisma. If an item fails to be permanently enchanted, it must be destroyed and a new attempt must be made later.

**Fascination (17th):** The power of *fascination* may be used once per day. A witch merely has to concentrate to exercise the power. Any individual who merely looks at the witch and fails to save vs. spells faithfully serves the witch as long as the *fascination* lasts (a number of turns equal to the level of the witch). Service while *fascinated* is nearly absolute, stopping just short of following suicidal orders. This power is unrelated to the 2nd-level illusionist spell *fascinate*.

**Longevity (20th):** From this point onward, the witch ages at only one-tenth the normal rate for her racial type, except for magical effects (which increase or decrease the witch's biological age as usual; see below).

**Limited wish (21st):** A *limited wish* is identical to the 7th-level magic-user spell of the same name. It may be used once per month, though the witch will age one year-per use. This effect occurs despite the witch's *longevity*, as noted above.

**Shape change (22nd):** This power is usable once per day for no longer than two turns each time. Otherwise, this power is identical to the 9th-level magic-user spell of the same name.

**SOYLENT FOR GREEN SLIME**  
"IT'S PEOPLE!!!"

**General notes on spells**

**Duplication:** Certain spells are duplicates of existing magic-user, cleric, druid, or illusionist spells. These spells are noted as such below by the presence of a letter-number symbol, designating the class and spell level which the witch spell duplicates. Thus, the witch spell *clairvoyance* (MU-3) is in all ways the same as the third-level magic-user spell of the same name (except for differences noted elsewhere). Certain minor alterations in the spells casting or effects are noted as well, if any exist. All duplicated spells that are reversible in their original form are also reversible as witch spells, unless stated otherwise (see, for example, *darkness* and *light*).

**Holy symbols:** Witches do not use holy or unholy symbols in their spell-casting rituals. Any good-aligned character who displays a holy symbol in an attempt to ward off an evil witch's spell gains a +2 bonus on all saving throws against the witch's magic; however, no other actions may be attempted by that person. Furthermore, good-aligned clerics who display a holy symbol to ward off an evil witch's spell gain a basic magic resistance to that witch's magic of 5% per level of the cleric, in addition to a +4 bonus on all saves against her magic. Thus, a 5th-level good cleric gains a 25% magic resistance against any spell cast at him by an evil witch. Neutral or evil beings who confront a good or neutral witch gain no such saving graces. This power was granted to good clerics to offset the might of evil witches.

**Alignment restrictions:** Several witch spells are described as only usable by witches of certain alignments. In many other cases, the use of a spell may be contraindicated by the nature of the spell as regards the alignment of the spellcaster. DMs who choose to make the witch a non-player character in their campaign should use great discretion in the selection and use of certain spells by a witch of a particular alignment.

**Material components:** All spells that duplicate existing spells have verbal, material, and somatic components as required by the pre-existing spell. All other spells require both verbal and somatic components, with material components left to the discretion of the DM employing the witch as an NPC. It would be permissible to require no material component for such spells, and it would certainly also be permissible to assign particular material components to some or all of such spells. Herbs, roots, bones, and other plant and animal material are often used, sometimes purely for effect.

**Casting time:** The casting time for any witch spell duplicating an existing spell is the same as for the existing spell. The casting time for any other witch spell is a number of segments equal to the level of

that spell. Casting time for any High Secret Order spell, including spells from the *Players Handbook*, is 9 segments, except for *banish*, which has a casting time of 5 segments.

**Cantrips:** Witches may learn any cantrips normally learned by magic-users, and such cantrips are often used in normal magical rituals and work. However, witches are granted immunity to all cantrips (as a means of preserving their dignity).

**New spells:** As noted earlier, the Dungeon Master may give an NPC witch spells other than those listed here. However, this should be carefully done to avoid having the witch turn into a powerhouse and to avoid breaking down the witch's distinctive repertoire of spells and abilities. There would be no need for a witch to have or use the 5th-level cleric spell *magic font*, for example, and other spells might be of little use or interest to a particular witch. The DM should construct a witch's spells to reflect her personality and interests, perhaps playing upon several major themes. One witch might be concerned with summoning and binding minor evil helpers; another might want to gain control over the inhabitants and treasures of a particular forest. The spells selected for such witches should be generally directed toward attaining such goals.

**Male victims:** If a spell notes that it is effective against men, the terms "man" and "men" should be read as generic terms, referring to all male humans, demihumans, and humanoids.

**High Secret Order spells**

- 1 B a n i s h
- 2 Circle of blindness
- 3 Combine
- 4 Control weather
- 5 Disintegrate flesh
- 6 Earthquake
- 7 Guards and wards
- 8 Intensify
- 9 Maze
- 10 Paralyzing pit
- 11 Prismatic sphere
- 12 Prismatic spray
- 13 Reflection
- 14 Seek
- 15 Solidify air
- 16 Transport via plants
- 17 Vaporize
- 18 Volcanic circle
- 19 Weight concentration
- 20 Wind walk

**WANTED**  
PERSON(S) TO ACQUIRE CERTAIN  
RARE AND PRECIOUS COMPONENTS.  
PAYMENT IN GEMS, JEWELS OR  
PRECIOUS MAGICS, AS AGREED.  
HALF DOWN. NO QUESTIONS ASKED.  
OTHER TERMS APPLY.

## WITCHES SPELL LIST

|    | First level*    | Second level        | Third level                | Fourth level              |
|----|-----------------|---------------------|----------------------------|---------------------------|
| 1  | Change self     | Bless               | Calm                       | Charm monster             |
| 2  | Charm man I     | Charm man II        | Clairvoyance               | Control fluid             |
| 3  | Control vapor   | Detect invisibility | Comfort                    | Cure/cause serious wounds |
| 4  | Cure wounds     | ESP                 | Continual light            | Glyph of warding          |
| 5  | Darkness        | Find traps          | Cure disease               | Hallucinatory terrain     |
| 6  | Detect evil     | Hold person         | Dissipate vapor            | Infravision               |
| 7  | Detect illusion | Hold portal         | Fireball                   | Levitate                  |
| 8  | Detect poison   | Identify            | Invisibility               | Mirror image              |
| 9  | Faerie fire     | Knock               | Lightning bolt             | Neutralize poison         |
| 10 | Find familiar   | Locate object       | Mystic rope                | Plant growth              |
| 11 | Give wounds     | Magic mouth         | Phantasmal force           | Polymorph other           |
| 12 | Light           | Nature call         | Phantom light              | Polymorph self            |
| 13 | Magic disk      | Pacify              | Plant entrapment           | Seduction IV              |
| 14 | Mending         | P i t               | Prot. from normal missiles | Shock                     |
| 15 | Minor quest     | Purify food & drink | Remove curse               | Strength                  |
| 16 | Read languages  | Pyrotechnics        | Seduction III              | Wall of water             |
| 17 | Reflected image | Seduction II        |                            |                           |
| 18 | Seduction I     | Speak with animals  |                            |                           |
| 19 | Sleep           | Speak with plants   |                            |                           |
| 20 | Unseen servant  | Speak in tongues    |                            |                           |

\* — The first-level spells listed here do not include *read magic* and *write*, which are automatically gained by all witches.

|    | Fifth level           | Sixth level            | Seventh level       | Eighth level           |
|----|-----------------------|------------------------|---------------------|------------------------|
| 1  | Animal growth         | Animate dead           | Astral projection   | Charm man III          |
| 2  | Anti-magic shell      | Cancel life level      | Call spirit         | Clone                  |
| 3  | Charm animal          | Evaporate fluids       | Control lycanthrope | D e a t h              |
| 4  | Immunity              | Haste                  | Control undead      | Dispel enchantment     |
| 5  | Insect plague         | Leomund's secret chest | Find the path       | Mass polymorph         |
| 6  | Monster summoning I   | Lower water            | Fire storm          | Reincarnation          |
| 7  | Oracle                | Seduction VI           | Geas                | Rusting touch          |
| 8  | Produce flame         | Telekinesis            | Legend lore         | Seduction VIII         |
| 9  | Seduction V           | True sight             | Love                | Summon devil           |
| 10 | Slow                  | Vision crystal         | Seduction VII       | Temporary resurrection |
| 11 | Spirit                | Wards of defense       | Stone to flesh      | W a s t i n g          |
| 12 | Teleport              | Worship                | Wall of ice         | Youth                  |
| 13 | Transmute rock to mud |                        |                     |                        |
| 14 | Weakness              |                        |                     |                        |
| 15 | Water breathing       |                        |                     |                        |
| 16 | Wizard eye            |                        |                     |                        |

## STITCH WITCH

For all your cloaken needs

Hats, scarves, brooms  
and all accessories.

"The moment you teleport into  
the gloom, they'll all know  
Which Witch is the Witch when  
yuv' Stitch Witch on ye' loom!"

### Spell descriptions and explanations

#### First level

*Change self* — I-1

*Charm man I* — A witch must have a charisma score of at least 11 to cast this spell. The spell affects up to 5-8 men of 3rd level or lower in a 16' radius from the witch, and has a duration of 2-5 turns. It

affects victims the same as a *charm person* spell. If there is a leader with a group of men, he may dispel the charm if his charisma plus a roll of 1d8 is six, points or more higher than the witch's charisma. If the spell is not dispelled by a leader, each man within the area of effect must attempt a save vs. spells. A successful save negates the effect of the spell for that man only. If there are more men within range than the maximum number who can be affected, the spell is directed against the lower-level men first. The spell won't work on any man who has taken damage from any other action of the same witch during the current encounter.

*Control vapor* — Range is 10' times the level of the witch, area of effect is a 3" diameter sphere. A quantity of gas or vapor may be controlled and moved about, with a maximum movement of 6" per round. The spell-caster may move while controlling the gases, but may not begin casting another spell while the control is being maintained. The duration of the spell is 1 turn or until dispelled.

*Cure wounds* — Usable only by witches of good or neutral alignment. By touching one character or creature, the witch can heal from 1-6 hp damage. Neutral witches cannot use *cure wounds* and *give wounds* on the same day. See the spell *cure light wounds* (C-1) for further details.

*Darkness* — I-1 (only neutral and evil witches may cast this spell)

*Detect evil* — C-1

*Detect illusion* — I-1

*Detect poison* — D-1

*Faerie fire* — D-1

*Find familiar* — MU-1

*Give wounds* — Usable only by witches of evil or neutral alignment. By touching one character or creature, the witch can cause from 1-6 hp damage. Neutral witches cannot use *give wounds* more than once per day. See *cure wounds* above.

*Light* — C-1 (only witches of good alignment may use this spell)

*Magic disk* — Range 2", maximum dura-

tion 10 rounds. This magical missile is +3 to hit if cast by a witch of level 1-16 and +4 to hit if cast by a witch of level 17 or higher. The disk may be thrown around corners if the caster is in plain view of the corner and has just seen an opponent go in that direction, but the missile is only +1 to hit when thrown around a corner. The disk damages opponents requiring magical weapons to be hit. It may be thrown once each round for up to 10 rounds, scoring 1 hp damage for each successful hit, or it may be thrown once only for a fixed amount of damage (if it hits). If thrown once, damage caused is 4 hp for levels 7-9, 8 hp for levels 10-12, 10 hp for levels 13-16, and 12 hp for levels 17 and higher. The caster may specify subdual damage only, as per the procedure for subdual outlined for dragons in the *Monster Manual*. The spell is usable once per day.

*Mending* — MU-1

*Minor quest* — Range 2", duration 6 hours, area of effect 5" diameter sphere. The spell affects up to 12 experience levels worth of humanoid opponents, or up to six levels (6 HD) of monsters, with lowest-level opponents in a group affected first. The caster must be able to verbally communicate with her opponents for the spell to work. By using this spell, the witch can send her attackers away from her on an imaginary errand for themselves, such as going to town for supplies or going to a nearby river to get water. If the intended victim or victims fail a saving throw, they are compelled to attempt the errand, provided that it poses no direct threat to their safety or well-being. There is a 20% chance, plus 1% per level of the caster, that the quested being or beings forget about the witch after the spell has worn off or after the quest is completed, whichever comes first.

*Read languages* — As per the 1st-level magic-user spell *comprehend languages*, except that only written communications may be understood.

*Reflected image* — Range 4", duration 1 day per level of the caster or until dispelled, area of effect up to 2" by 2". This spell enables a witch to form picture on any reflecting surface, depicting a single scene that she has in mind.

*Seduction I* — Range 6", duration 2 turns or until dispelled, area of effect one man. This spell causes the affected man to cast aside all weapons, armor, and clothing in an attempt to seduce the witch, leaving the victim virtually defenseless against attacks from the witch or any other character or creature. Immediately after the spell wears off or is dispelled, the victim can retrieve one of his dropped weapons on a roll of 11 or more on 1d20. If the roll is 16 or more, the victim may also retrieve a shield or helmet. Rolls may be repeated

each round until successful, as long as the victim stays within grasping range of the weapon or other object to be recovered. The saving throw for this spell is computed by adding the *seduction* spell level (1 through 8) to the charisma score of the witch and subtracting the wisdom score of the intended victim. The resulting number is used as a modifier (plus or minus) to a roll of 1d20. The adjusted die roll must be equal to or greater than a certain number, depending on the class of the intended victim, for the save to be successful. Barbarians need a 15 to save, fighters and rangers need a 13 to save, thieves and assassins 12, cavaliers and paladins 10, magic-users and illusionists 9, and clerics, druids, and monks need 8 to save.

*Sleep* — MU-1; the spell affects from 2-16 creatures of 1 HD (or of 1st level), 2-12 creatures of 1+1 to 2 HD (or 2nd level), 1-6 creatures of 2+1 to 3 HD (or 3rd level) and 0-1 creatures of 3+1 to 4 HD (or 4th level). Each group is rolled for separately, making it possible for the spell to affect up to 35 creatures at one time.

*Unseen servant* — MU-1

## Second level

*Bless* — C-1 (only good and neutral witches may cast this spell)

*Charm man II* — Same as *charm man I*, except that duration is 5-10 (1d6 +4) turns and number of men affected is 7-12 (1d6 + 6) of 4th level or lower.

*Detect invisibility* — MU-2

*ESP* — MU-2 (victim must be touched to be affected)

*Find traps* — C-2

*Hold person* — C-2

*Hold portal* — MU-1

*Identify* — MU-1

*Knock* — MU-2

*Locate object* — MU-2

*Magic mouth* — MU-2

*Nature call* — Range 12" radius around witch. The spell summons from 1-10 small birds or mammals (up to the size of a squirrel or hawk) or one creature as large as an eagle or a wolf. The spell allows communication with the summoned creatures, enabling the caster to give the creatures one of two orders. The summoned creatures can be made to rush at an opponent and fake an attack, causing confusion in monsters of animal intelligence or lower and causing more intelligent opponents to attack at -2 to hit for a duration of 1 turn. The summoned creatures cannot be forced to rush at a character or creature from which they would normally flee. Summoned creatures can also be made to act as messengers, carrying any object their size permits them to carry for up to three days.

*Pacify* — Range 6", duration 4 turns + 1 turn per level of caster; area of effect 1" by 1" by 2". The spell affects from 1-8 creatures of 6 or fewer hit dice, causing those who fail a saving throw to cease combat and either leave the scene or lie down on the spot to rest (50% chance of each). Pacified characters or creatures won't harm the witch or her party as long as the pacified creatures are not harmed.

A pacified creature is allowed another saving throw each time that creature is attacked while under the influence of the spell. The spell does not affect undead.

*Pit* — Range 6", area of effect 4". The spell creates a 20'-deep, 20'-wide pit anywhere within the area of effect. The spell may only be used in an outdoor environment, and cannot be employed inside a structure or enclosure, or underground. If used as an offensive measure, intended victims are permitted a saving throw. A successful save made by a stationary opponent means the caster misjudged the target's position or distance from the caster, and the pit is formed at a location 20' away from the intended victim or victims. A successful save made by an intended victim who is in motion means that the target has a 70% chance of avoiding the pit during the next round. A victim who falls into the pit takes 2d6 hp damage if stationary before the fall, or 3d6 hp damage if moving before the fall. The spell remains in effect until six creatures have fallen into the pit, or until it is dispelled.

*Purify food & drink* — C-1 (only good witches may cast this spell)

*Pyrotechnics* — MU-2

*Seduction II* — Same as *seduction I*, except for determination of saving throw.

*Speak with animals* — D-1

*Speak with plants* — D-4

*Speak in tongues* — Duration 2 turns + 1 turn per level of caster. The spell enables a witch to understand the language of any intelligent entity and communicate with that entity in that language. No saving throw is allowed. Only one language may be understood and spoken for each casting of the spell, but it is possible to cast the spell again (while the first casting is still in effect) and understand up to three languages at once (with three separate castings).

# Curses Cast on Creeps

You likely qualify for Pro Bono cursing!  
Ask our consultants. Reasonable Rates  
Bring a friend, get 3 curses for price of 2!

**Third level**

**Calm** — Area of effect 7" radius from caster, duration 6 turns. Number of characters or creatures affected is unlimited within the area of effect. All insects, animals, humanoid types, and monsters of 5 HD or less lose their will to fight, even if currently engaged in combat to the death. Saving throws are made at -2. The magic resistance of any intended victim is lowered by 15% from its normal magic resistance for purposes of determining whether this spell is successfully cast. Every attack on a calmed being entitles that being to another saving throw at +3. Members of the witch's party are unaffected by the spell unless one or more of them is attacking the witch. The caster has no control over beings who are calmed after the spell has taken effect.

**Clairvoyance** — MU-3

**Comfort** — Range 2", duration 36 turns, number of creatures affected up to 10. Recipients of the benefit of this spell feel no pain, heat, cold, hunger, thirst, or exhaustion, and need not eat or rest for the duration of the spell. The spell does not negate normal damage taken, but it does negate the effects of a *wand of fear*, *drums of panic*, any similar magic item, or a *sleep* spell. Recipients receive a +1 to all saving throws for the duration of the spell.

**Continual light** — C-3

**Cure disease** — C-3

**Dissipate vapor** — Range 1" per level of the caster, duration 2 turns, area of effect 5" by 5" by 5". This spell disperses any gaseous substance. Creatures with intelligence (such as an air elemental) are entitled to a saving throw vs. spells. The movement rate of the dissipating gas is 6".

**Fireball** — MU-3 (only an evil or neutral witch may cast this spell, and only one *fireball* may be cast in a day)

**Invisibility** — MU-2

**Lightning bolt** — MU-3 (only evil and neutral witches may cast this spell, and only one *lightning bolt* may be cast in a day).

**Mystic rope** — Range 10", duration 2 turns +5 rounds for each level of the caster above 6th level, or until the rope is destroyed or dispelled. The spell creates a magical rope in the witch's hand or on the ground in front of any creature designated by the witch who is within range. The rope can be of any length desired up to 100'. It unerringly carries out the witch's orders to move about, attach itself to any solid object so that characters can pull on it, use it to climb or descend a surface, or ensnare up to six small, three man-sized, or one giant-sized creature. In order to ensnare second and subsequent opponents, the rope must first successfully ensnare the creature upon whom the ensnarement is currently being attempted.

The rope can attack only one potential victim at a time. Any part of the rope not being used to tie up a character can move at a rate of 9" and drags an already ensnared creature around in an attempt to tie up other victims. The rope is considered to have a strength of 19. Saving throws are allowed to any creature in danger of being tied up, but a new saving throw must be made at the start of every round in which the danger still exists. Saving throws in the third and subsequent rounds are made at +2. Any creature being chased by the rope is -1 to hit other opponents in that round. Actual ensnarement, once a saving throw is failed, takes one full round, after which the victim is rendered helpless until and unless the rope can be cut or untied by the victim, or destroyed by an attack form which damages it. The rope has 1 hp for each 4' of length, and has a saving throw number of 12 against all attack forms which can harm it. The rope can be destroyed by *dispel magic* or *disintegrate* if it fails its save. The breath weapon of a dragon, strong acid, and magical fire or lightning cause damage to the rope, and it is destroyed and immediately disappears if its hit points are reduced to less than one-third of its original total. Normal weapons have no effect on the rope, but magical weapons can cut through the rope in two rounds. The rope suffers no damage from such blows, but simply becomes two separate pieces of rope, each piece retaining the proper proportion of the rope's current number of hit points. Any captive with strength of 18 or higher has a chance of freeing itself in each round after becoming ensnared, but must save at -2 in the round after becoming freed in order to avoid immediately being tied up again. The percentage chance for a victim to free itself is 5% for a captive of 18 strength, 10% for strength 18/01 to 18/50, 15% for 18/51 to 18/75, 20% for 18/76 to 18/90, 30% for 18/91 to 18/99, 40% for 18/00, 50% for strength 19, 55% for 20, 65% for 21, 75% for 22, 85% for 23 and 95% for strength 24. A victim may make an attempt to free itself once per round. Dragons or dragon-sized creatures have a constant 80% chance per round to free themselves from the rope, but the percentage drops to 40% if the dragon is ensnared about the head, so as to render its breath weapon useless. Dragons may attempt no offensive action while trying to break an ensnarement about the mouth.

**Phantasmal force** — MU-3

**Phantom light** — A mobile *faerie fire* that either follows behind the witch and her party or leads the way, at a distance of up to 12". Identical in all other respects to the regular spell.

**Plant entrapment** — Range 5", duration 2 turns, area of effect 2" by 2". Tree branches, grasses, shrubs, and the like, within the area of effect, grab at and attempt to hold motionless all living and undead creatures with their reach, and may attempt to disarm or strangle an intended victim if the witch orders the attempt. If a victim fails to save against the spell, there is still a chance for the victim to free itself manually from the grasp of the plants, with the possibility of success dependent on the size and strength of the plant life doing the entrapping.

**Protection from normal missiles** — MU-3

**Remove curse** — C-3

**Seduction III** — Same as *seduction I*, except for determination of saving throw.

**Fourth level**

**Charm monster** — MU-4

**Control fluid** — A witch may control an amount of liquid equal to six cubic feet for each level of experience of the witch. For a maximum duration of three turns, the liquid may be made to move at the witch's directions at the rate of 3" per round. The witch may herself move about while this spell is in effect, but she may not begin to cast another spell until this spell ends or is dispelled.

**Cure/cause serious wounds** — Generally the same as the 4th-level cleric spell *cure serious wounds* (reversible). Only witches of good or neutral alignment can *cure*, and the spell restores 3-13 (2d6 + 1) hp damage. Only witches of evil or neutral alignment can *cause*, and the spell administers 2-12 (2d6) hp damage.

**Glyph of warding** — C-3

**Hallucinatory terrain** — MU-4

**Infravision** — MU-3

**Levitate** — MU-2

**Mirror image** — MU-2

**Neutralize poison** — C-4

**Plant growth** — MU-4

**Polymorph other** — MU-4

**Polymorph self** — Generally the same as the 4th-level magic-user spell of the same name, except that the witch may only use the claw and bite attacks of the creature whose form is assumed, and not any special attacks.

**Seduction IV** — Same as *seduction I*, except for determination of saving throw.

**Shock** — Area of effect 6" radius of witch, duration 1 round. The casting of this spell creates a blast of electrical energy emanating in all directions from the witch, doing 4-32 hp damage to each character or creature within the 6" radius. The spell affects friends and enemies alike. A successful saving throw cuts damage in half.

**"BRING OUT YOUR DEAD!"**

Cart, every Earthday. Passengers must be very-actually-dead & not only-sort-of-dead. No exceptions.

*Strength* - MU-2

*Wall of water* - Range 3', duration 6 turns, area of effect up to 4" wide, 4" high, 1" thick. The casting of this spell creates a magical barrier of water that is impervious to normal fire, but not to a fireball or other magically created flame. Creatures of flame take 5-30 hp damage when passing through it. The wall's swirling currents block missile fire, including *magic missile* and *magic disk*. Any living or undead thing with less than 5 HD cannot pass through the wall. Creatures with 5 + HD can pass through but take 3-18 hp damage in doing so. A creature that can pass through it needs two rounds to do so, unless the creature has strength of 18/51 or greater, in which case it moves through at its normal movement rate. The wall cannot be used to create a water elemental. The wall must have one of its sides resting on the ground or floor. The spell-caster may pass through the wall unharmed and may fill up to five water flasks from it without harm. Any water stored in this manner loses all its magical properties. When the spell ends or is dispelled, the water does not disappear but instead becomes normal water and flows out along the surface it is contacting.

#### Fifth level

*Animal growth* - D-5

*Anti-magic shell* - MU-6

*Charm animal* - Generally the same as the 2nd-level druid spell *charm person or mammal*, except that the spell affects only non-humanoid animals.

*Immunity* - Duration 18 turns for each experience level of the caster. The character or creature touched by the witch after the casting of the spell is immune to diseases and poisons for the duration of the spell.

*Insect plague* - C-5

*Monster summoning I* - MU-3

*Oracle* - Generally the same as the 5th-level cleric spell *commune*, except that the spell can be used only once per week.

*Produce flame* - Generally the same as the 2nd-level druid spell of the same name, except that the flame does not have to originate from the caster's hand and may be created anywhere within a 3" radius of the witch.

*Seduction V* - Same as *seduction I*, except for determination of saving throw.

*Slow* - MU-3

*Spirit* - Duration 4 + 1-8 turns, range touch. The spell allows the witch or any one character or creature she touches to have a noncorporeal body that can pass into and through objects. The recipient of the spell becomes transparent, but the outline of its body can be seen. Only lateral movement is allowed, at a rate of 12" per round. Normal weapons and missiles have no effect on a creature in spirit form,

magic weapons do half damage, and offensive spells are only 30% effective (15% if a save is made). Combat is possible with other noncorporeal forms such as shadows, spectres, ghosts and wraiths, as well as elementals of the medium through which the recipient is passing. The recipient of the spell may cast no spell higher than level 2 against opponents not in spirit form which cannot do full damage to the recipient.

*Teleport* - MU-5

*Transmute rock to mud* - MU-5

*Weakness* - Duration 1 turn per experience level of the caster, range touch, area of effect one individual. The spell cuts the victim's strength in half (fractions rounded up) for the duration of the spell or until dispelled. A strength of 18/01 or greater is reduced to 10.

*Water breathing* - MU-3

*Wizard eye* - MU-4

#### Sixth level

*Animate dead* - C-3

*Cancel life level* - Duration one month; all saving throws made at -5. The witch must make a successful roll to hit the victim's armor class for the spell to work. Witches of level 20 and higher are allowed a duration of one year. The effect of the spell is to drain a life-energy level, identical to the effect of a wight, for the duration of the spell. No further experience may be gained by the victim until this spell is lifted. Only a *wish* can undo this spell prior to the end of its duration.

*Evaporate fluids* - Same as *dissipate vapor*, except that the spell is effective against liquids instead of gases or vapors.

*Haste* - MU-3

*Leomund's secret chest* - MU-5

*Lower water* - C-4

*Telekinesis* - MU-5

*True sight* - 1-6 (only witches of good alignment may cast this spell)

*Vision crystal* - Duration 1 turn for each 7 levels of experience of the caster (fractions do not count). This spell enables the witch to make any transparent or reflecting object into a *crystal ball* for one viewing. A *crystal ball* created in this manner does not count as one of the required items for a witch desiring admission to the High Secret Order. See the spell *magic mirror* (MU-4) for other relevant details.

*Wards of defense* - Duration 5 segments per experience level of the caster. The spell creates a stationary force field of a 2" radius around the witch, shielding her from all magical or physical attacks for the duration of the spell or until it is dispelled. The witch may cast spells of level 3 and lower from inside the field, and may fire missiles from within the field. The witch may move about within the field, but if she moves up to or beyond

the 2" radius from her original position, the spell is dispelled.

*Worship* - Range 12", duration 3 turns per level of the caster or until dispelled. The spell affects one intelligent (semi-intelligent or higher) creature, regardless of hit dice. Characters or creatures with magic resistance are entitled to a saving throw as usual, and have their magic resistance reduced by a factor of 90% for purposes of determining whether the spell takes effect. Characters or creatures without magic resistance save at -2. The effect of the spell is to put the entity into a trance from which it cannot be revived until the spell expires or is dispelled. The victim obeys simple commands from the witch and, if the victim has spell-casting capability, may cheerfully cast one spell from its repertoire (of the witch's choice) on behalf of the witch.

#### Seventh level

*Astral projection* - As per the 7th-level cleric spell *astral spell*.

*Call spirit* - Range 2" from corpse containing spirit to be called. No saving throw allowed. The spell must be cast at night, and the name of the deceased must be known to the witch before casting. One round after casting, the spirit of the deceased character or creature is summoned to the witch. She may then ask the spirit four questions of any sort, and the spirit is compelled to answer truthfully if the answer is known to it or can be obtained by it. Before any questions are asked, the spirit must be told whether it is supposed to search the spirit world for the answer(s) or to rely entirely on its own knowledge. There is a base chance of 50% that the spirit knows the answer to any question(s) asked of it. This chance is adjusted upward by 20% if a search of the spirit world is called for. However, a search of the spirit world takes from 5 rounds up to one day, depending on the difficulty or complexity of the question, per question. If a spirit does not know and is unable to discover the answer to a question, it informs the caster of that fact. The spell lasts until dispelled or until the caster has received four responses from the spirit.

*Control lycanthrope* - Range 12" radius of the caster, duration permanent or until dispelled. No saving throw allowed. Any and all lycanthropes within range are affected, and won't automatically attack the caster. However, for each day or part of a day the spell remains in effect, there is a 5% chance (cumulative) of the affected creature(s) breaking the spell and attacking the witch. (Roll separately for each creature.)

*Control undead* - Same as *control lycanthrope*, except that the spell affects any and all undead creatures within range.

*Find the path* — C-6

*Fire storm* — D-7

*Geas* — MU-6

*Legend lore* — MU-6

*Love* — Range touch, duration permanent or until dispelled. The spell is usable only by witches of good or neutral alignment. The spell acts as a permanent *philter of love* if the intended target fails its saving throw. The spell can only be removed by a *limited wish* or a *wish*. Only one target can be affected for each casting of the spell.

*Seduction VII*— Same as *seduction I*, except for determination of saving throw.

*Stone to flesh* — MU-6

*Wall of ice*— MU-4

#### Eighth level

*Charm man III* — Same as *charm man I*, except that the spell affects 9-16 (d8 +8) men of 5th level or lower.

*Clone* — MU-8

*Death* — Range 12", duration 1 round, area of effect 4" by 4". This spell instantly destroys from 2-16 creatures (undead extraplanar beings excluded) within the area of effect, as long as the intended victims have 7 or fewer hit dice. Or, one creature of more than 7 HD can be killed. No saving throw is allowed in either case. The effects of this spell can be negated if a successful *dispel magic* has been cast earlier in the same round, or by a *dispel enchantment* spell cast by another witch (see below).

*Dispel enchantment* — Range 12" for creatures, touch for magic items. This incantation either creates a circular field of anti-magical force that permanent dispels any sort of spell which is currently in effect within range of the *dispel enchantment* spell, or it renders useless any single magic item which is touched by the caster.

No saving throw is allowed for the items, though artifacts and relics are not affected. Magic is dispelled at the level of the witch's magic use. Duration of the spell is 5 rounds/level for dispelling spells, or turn/level for neutralizing magic items.

*Mass polymorph*— Range 12", area of effect 6" by 6" by 6". Caster may polymorph up to 10 man-sized creatures, as per the *polymorph other* spell. Saving throw is made at -3 for each creature, -4 if only one or two creatures are intended to be affected. In addition, any character or creature which makes a successful system shock roll has no chance of being *polymorphed*. Up to three different types of creatures may be among the creatures which are changed into; for example, in a group of at least three targets, the witch could turn one or more of them into a cat, one or more into a dog, and one or more into a mouse. Creatures larger or smaller than man-size cause the maximum number affected to be altered accordingly, with two small-sized creatures equivalent to one man-sized creature, and two or three man-sized creatures equivalent to one large-sized creature.

*Reincarnation* — MU-6

*Rusting touch* — Duration 1 turn or until dispelled, range touch. The spell affects all ferrous metals as if they had been touched by a rust monster, and can affect as many items as the witch can touch within the duration of the spell. Magical items made of metal get a save at -4; otherwise, no saving throw allowed.

*Seduction VIII* — Same as *seduction I*, except for determination of saving throw.

*Summon daemon/demon/devil* — Usable only by witches of evil alignment. The spell is generally the same as the 5th-level magic-user spell *conjure elemental*, except

that the conjured creature vanishes without attacking should the witch's concentration be disturbed. Archdevils and the like cannot be conjured, and any intelligent creature that is conjured and performs a service for the witch may claim a service from her at any future time. *Protection from evil* must be cast by a cleric or magic-user in the witch's party or the witch herself must burn a blue candle before the spell can be cast. No saving throw is allowed to the summoned being. This spell brings whatever sort of creature the witch desires, be it a Type V demon or a styx devil, but there is a percentage chance equal to the summoned being's hit dice that the spell fails.

*Temporary resurrection* — Duration two days per experience level of the caster, range 6", only one character or creature can be affected on each casting. The spell causes the affected character or creature to be brought back to life with all personal powers previously possessed. No saving throw allowed. The spell is reversible, with *temporary death* causing the affected creature to be rendered lifeless for the duration. A saving throw is allowed for the reverse of the spell. Only witches of evil or neutral alignment may cast *temporary death*. Note that material goods owned by the character returned to life are not restored by this spell's powers.

*Wasting* — Duration 1 turn or 2 touches, whatever comes first. The spell causes any character or creature which is touched to immediately age 10-100 years. Intelligent creatures (low intelligence or higher) are allowed a saving throw.

*Youth* — Duration 2 rounds, usable once per day. Affects one character or creature per casting of the spell. Anyone or anything touched becomes 10 years younger for the duration of the spell.



### High Secret Order spells

**Banish** — Range 24", area of effect 2" by 4" by 4". The effect of this spell is to send any character or creature (including another witch) or an inanimate object that has been animated straight to a random Lower Plane in a random location. The spell affects one creature or thing only, but is infallible and operates regardless of any attempts to dispel or counteract it. Even creatures the witch cannot actually detect may be *banished* if one is threatening her well-being in a direct way, as long as that creature or thing lies within the spell's area of effect.

**Circle of blindness** — Range 7", area of effect 3" radius of impact point, duration 3 turns. No saving throw is allowed. All witches are immune to the effects of this spell. Within the area of effect, the spell neutralizes normal vision and hearing and negates the effects of the following spells: *ESP*, *detect invisibility*, *detect magic*, *detect evil/good*, *locate object*, *seek*, *clairvoyance*, *infravision*, and *wizard eye*. The spell also renders useless any magic item that offers any sort of detection ability. The circle is immobile, and victims may blunder out of the area of effect. The only other ways to counteract the effects of the spell before it wears off are *wishes* of any sort, the witch spell *dispel enchantment* as by the intentional premature dispelling of the spell by the caster.

**Combine** — This spell allows the caster to combine the casting of two or more spells, not to exceed a total of seven spell levels. Range, duration, and area of effect of the combination spell are determined according to the smallest or shortest such figures for the spells involved. The two spells so joined must have been memorized by the witch prior to their casting, and the *combine* spell may be cast up to a full turn prior to the casting of the two

**Control weather** — D-7

**Disintegrate flesh** — Range 5", area of effect 4" by 4" by 4". The spell enables a witch to completely disintegrate all living material and beings within the specified area of effect. Only beings with a magic resistance gain any form of saving throw against this attack. Nonliving material possessions and objects are not affected by this spell, but dead organic matter (bodies, bones, etc.) is also consumed.

**Earthquake** — C-7

**Guards and wards** — MU-6

**Intensify** — Range 15" (outdoors only), duration 1 turn, area of effect ½ mile square. This spell multiplies the power of one currently existing natural phenomenon: A light breeze would become a hurricane-strength wind, the sound of rustling leaves would become a deafening tumult, a sprinkle of rain would become a flash flood. *Dispel magic* has no effect on this spell.

**Maze** — MU-8

Xag-ya seeks Xeg-yi for  
blast of Zug-Zug, yo-yo.

**Paralyzing pit** — Range 8". The spell, when cast outdoors, causes the immediate formation of a pit 2" by 2" by 2". Victims falling into the pit, either upon its formation or in subsequent rounds, automatically take 2-12 hp damage from the fall. In each round after the fall, a victim must make a saving throw vs. spells or be paralyzed. The paralyzation feature of the pit lasts for six rounds after the formation of the pit, but the pit is permanent and continues to inflict 2-12 hp damage to anyone or anything that falls into it later. When the spell is cast in a dungeon or inside any other type of enclosure, no pit is formed; instead, a paralyzation field 1" thick and 2" wide, to the maximum possible height, is formed. The field lasts for 12 rounds. Victims are allowed a saving throw at +1, and if a save is failed the victim is paralyzed for 2 rounds. Victims are entitled to a new saving throw every second round they are in the field, but must make a successful save in two consecutive rounds to avoid being paralyzed all over again. The spell-caster may enter the pit or the field without being adversely affected.

**Prismatic sphere** — MU-9

**Prismatic spray** — I-7

**Reflection** — Duration 2 turns, area of effect immediate area around spell caster. This spell creates a shimmering cloud around the witch, causing any magical attack used against her to be turned against the attacker. Attacks with normal weapons have no effect and are not reflected. The spell won't reflect the effects of a *banish* spell or any detection spell. *Banish* still works, and divination spells simply have no effect.

**Seek** — By casting this spell, a witch immediately gains the ability to determine the location of any single item, place, or creature and visualize all major aspects of its immediate surroundings (within 5"). She is able to tell in what part of a world or area the thing being sought exists; the closer she actually is to the thing being sought, the more definite her general idea of its location. The spell may be used by a witch for her own benefit, or she may be induced to cast it on behalf of another character or creature, as long as that individual is of the same specific alignment as the witch. When the spell is performed on behalf of someone else, the witch must be provided with an extremely detailed description of the item being sought. As payment for her service, the witch can require a magic item in the individual's possession (50% chance) or a sum of 10,000-40,000 gp.

**Solidify air** — Range 3", area of effect 2" by 2" by 2". By casting this spell, the witch can cause the atmosphere within the area of effect to solidify. The solidifying process takes five rounds, after which any creature(s) within the area of effect are trapped and unable to move. The atmosphere forms into a rocklike substance which is solid and hard, but porous enough to allow trapped creatures to

breathe. The substance is not affected by *dispel magic* or any other similar spell. Furthermore, the witch may command the solidified air to become nonporous, smothering those within it in a single round, or he may command the solidified air to turn to fog, releasing the trapped characters but temporarily blinding them. At any time, the witch may communicate freely with those trapped inside the block of air by speech. No saving throw is given against this spell, which has a permanent duration until dispelled by command of the witch.

**Transport via plants** — D-7

**Vaporize** — Range 3", duration 10 rounds, area of effect 4" wide by 2" deep by 2" high. Any rock, mineral matter, or metal in the affected area is turned into a thick fog that can be blown away. *Dispel magic* has no effect on this spell. Magical items must save against disintegration to avoid being destroyed.

**Volcanic circle** — Range 8", duration 3 rounds. The spell creates a circular patch of cohesive lava 1" wide by ¼" deep which radiates outward from the point of origin at the rate of 3" per round. Creatures touched by the lava immediately take 8-80 hp damage from the molten rock. The spell-caster is unharmed by this spell. Ground that has already been passed over by the circle is safe to walk on after a full turn. *Dispel magic* has no effect on this spell.

**Weight concentration/dilution** — Range 10", duration 6 turns, area of effect up to 10 creatures or objects. The spell enables the witch to triple a target's weight, making it move more slowly, become unable to fly, etc. *Weight dilution*, the reverse of the spell, causes a target's weight to be reduced to one-tenth of its normal amount, meaning that strong winds could blow away men, wagons, or other normally heavy objects. Targets are allowed saving throws. *Dispel magic* has no effect on this spell.

**Wind walk** — C-7

# DOOM

# Sword's

# Swords

# of Doom

if canst be nam-ed,  
it canst be slain-ed!

Vorpal / Sharpness / Slaying / Reavers / Intelligent / Smart / Sassy  
~ Cursed Swords our Specialty ~

"and we've got arrows, too!"

(Yes, and we've got arrows too...)

## CORNER OF GREYHAWK AND VINE

## THE DRACODEX

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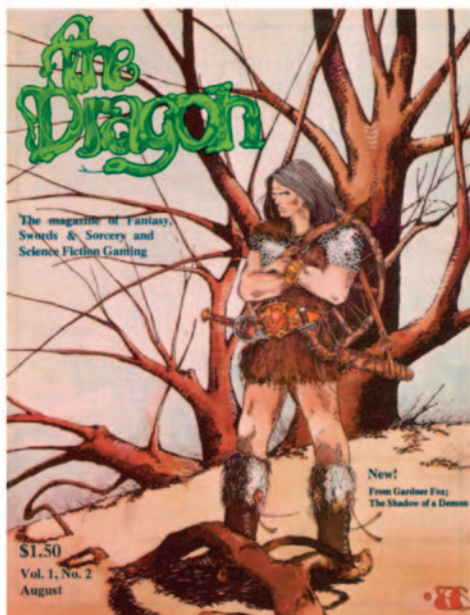
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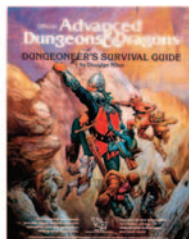
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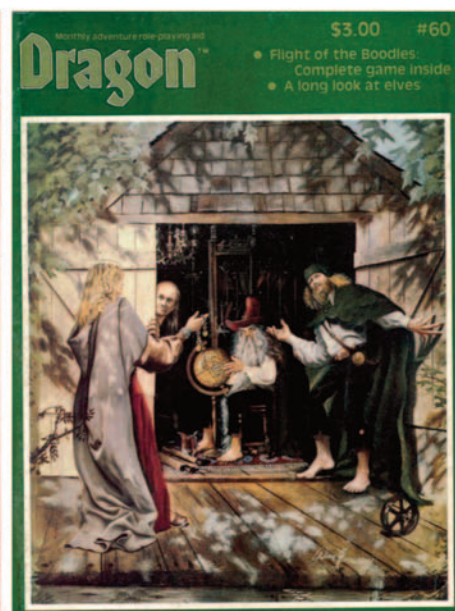
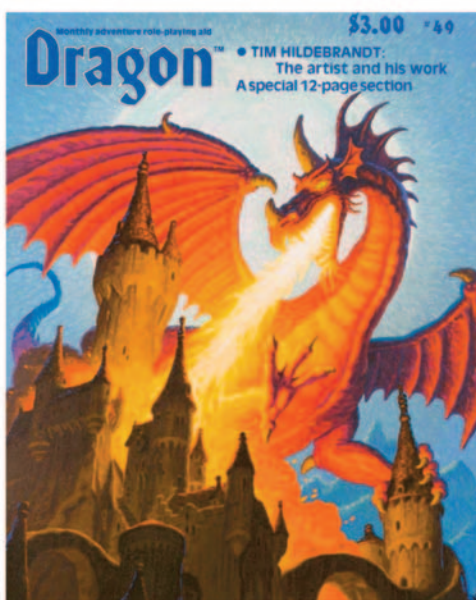
*(AS THERE WOULD ALWAYS BE SOMEONE TO BRISTLE  
"WHY WOULD YOU DELETE THE BOOKA? THEY ARE THE MOST CLEVEREST")*

#### **EPISTLES OF EXTRA-PLANER ENCOUNTERS**

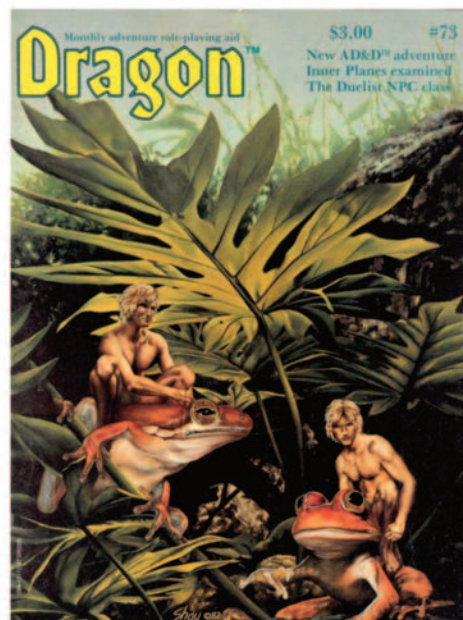
COLLATING ALL EXTRA-PLANAR DEALINGS BY PLANE/ALIGNMENT RATHER  
THAN MYTHOS SO ONE MAY FIND THE REQUISITE ETHOS WITH GREATER EASE;  
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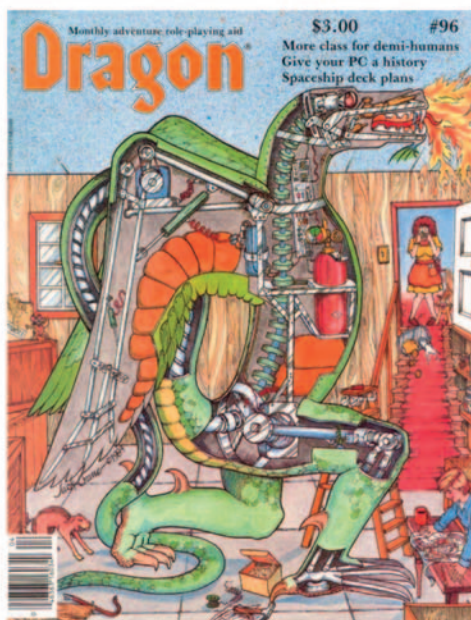
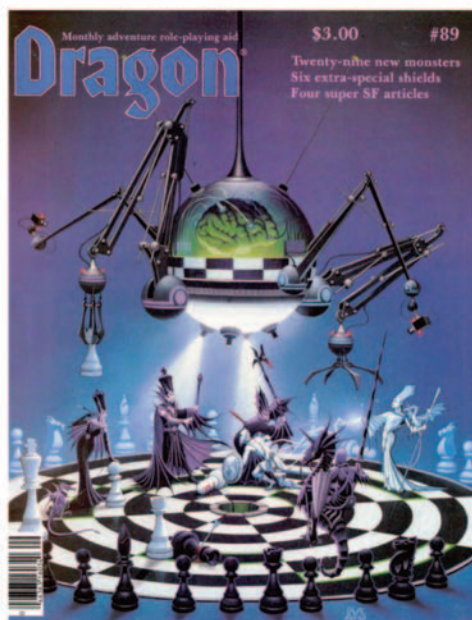
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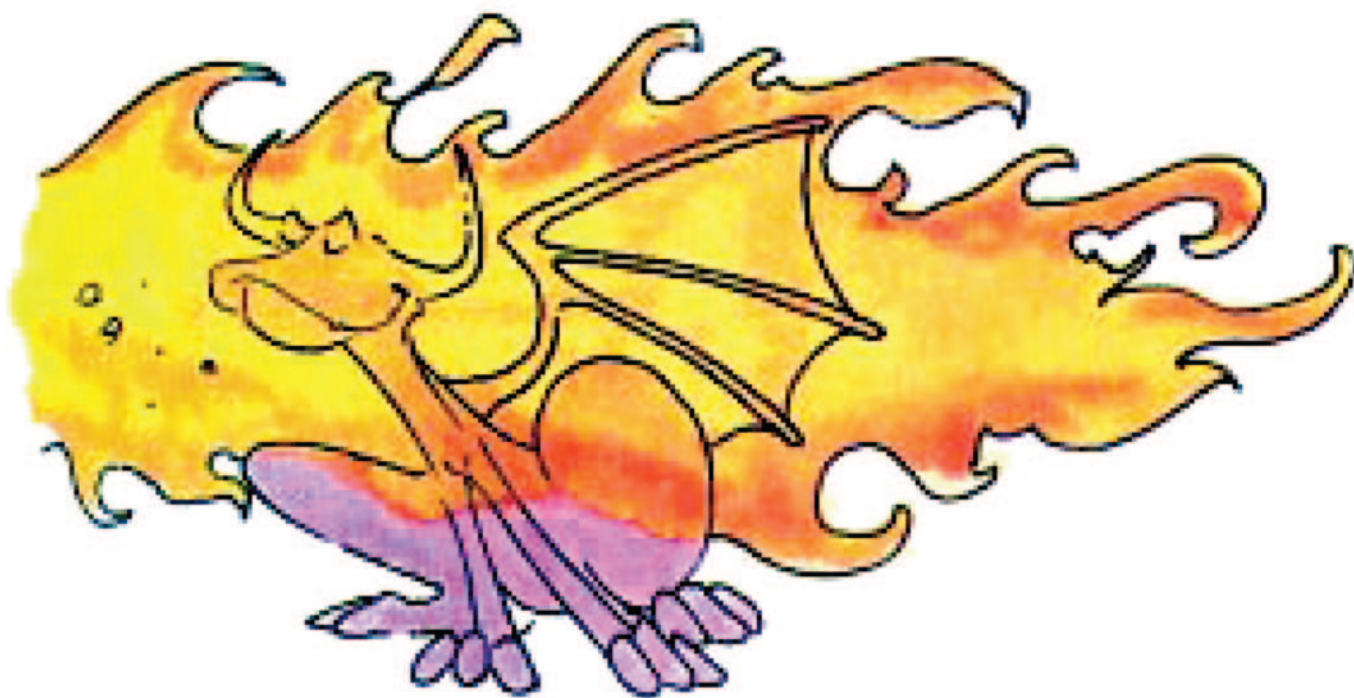
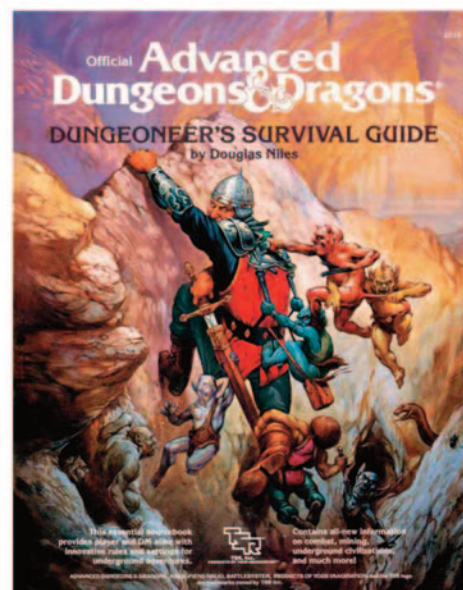
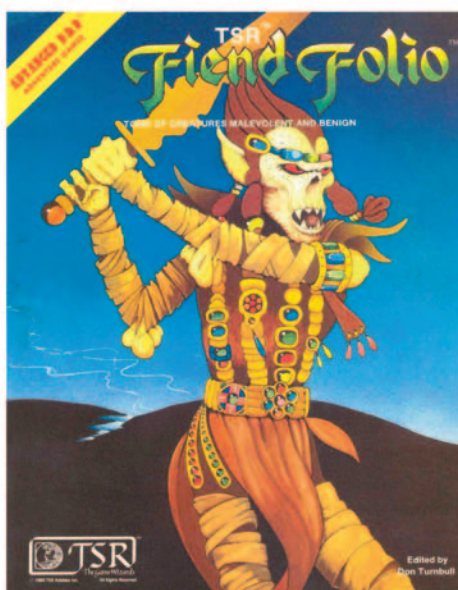
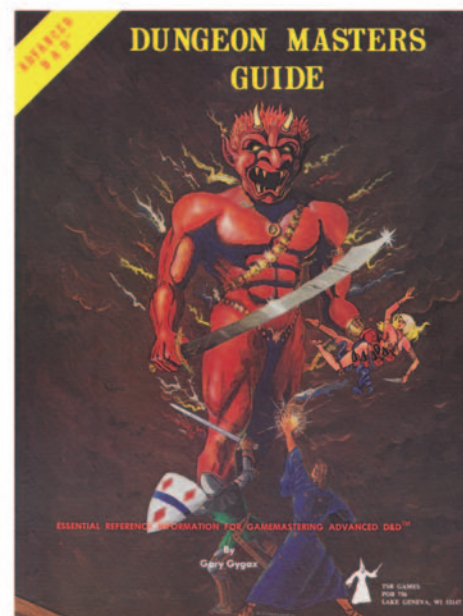
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# Thieves' Cant: A primer for the language of larceny



by Aurelio Locsin

## INTRODUCTION

This work is made possible through the efforts of several linguists, many of whom have lost their lives in their attempts to learn as much as they could about Thieves' Cant. Although this primer and the accompanying translation dictionary are admittedly incomplete, this is believed to be the most extensive compilation to date of the language.

## PRONUNCIATION AND WRITING

Vowel sounds in Cant are sounded the same way as in these English words: "a" as in *bad*; "e" as in *bed*; "i" as in *bid*; "o" as in *lone*; "u" as in *suit*; and "y" as in *sly*. Optionally, for easier pronunciation by those accustomed to English, "i" can be sounded like the "e" in *see* when the "i" appears in the middle or at the end of a word, and the "y" sound is shortened to sound like an "i" if the resulting syllable or word is easier to pronounce that way.

Vowel combinations such as "ai" or "oe" are pronounced by sounding each vowel separately. For instance, the Cant word "laimbo" (twenty) is pronounced *la-im-bo* and not *laym-bo*.

In speaking the language, all words in Cant are stressed primarily on the first syllable. Many words of four or more syllables will be secondarily stressed on the other odd-numbered syllables if such accenting makes the word more easily distinguished or easier to pronounce.

There is no specific Cant alphabet, because Cant is only rarely encountered in written form. For the purpose of this introduction to the language, the written conventions of the English language are used to "spell" the Cant words. Note that many letters of the English alphabet have no representation in Cant; "c" and "d" are two noteworthy examples.

## NOUNS

Nouns are words that represent things: inanimate objects, living things, or concepts. Articles (*a*, *an*, *the* in English) do not exist in Cant. All Cant nouns are given in the singular form, and plural forms of those nouns are produced by simply doubling the word. Example:

| English | Cant          | Literal translation |
|---------|---------------|---------------------|
| box     | <i>kal</i>    | (a, the) box        |
| boxes   | <i>kalkal</i> | (the) box-box       |

## MODIFIERS

Modifiers are words that describe other words. In English, these words are called adjectives and adverbs. Those types do not exist as such in Cant. Instead, any modifier can modify either a noun or a verb, depending on its location within the sentence and with respect to the words around it. In the examples below, note the location of the modifiers and how their placement affects the meaning of the sentences, even though both example sentences contain the same words:

|                      |                            |
|----------------------|----------------------------|
| English:             | The fast man runs slowly.  |
| Cant:                | Obok sen koma ark.         |
| Literal translation: | Slowness run speed man.    |
| English:             | The slow man runs quickly. |
| Cant:                | Koma sen obok ark.         |
| Literal translation: | Speed run slowness man.    |

As with nouns, modifiers may be doubled. This indicates an increase in quality or intensity. For example, *sio kal* means "big box"; *siosio kal* means "very big box"; and *siosio kalkal* means "very big boxes."

## NUMBERS

Many numbers, including 0 through 10 and some higher numbers, are included in the accompanying dictionary as separate entries. To create other numbers, simply "add" two or more "number words" together. For example, "seventeen" is *imboula*, or "10" (*imbo*) plus "7" (*ula*); and "seventy" is *ulaimbo*, which translates as "seven tens."

Ordinal numbers, to show the order of an item in a succession of items, are formed by adding the suffix "*nk*" to the cardinal number (or "*ink*," if the number ends in a consonant). Thus, *bi* (one) + *nk* = *bink* (first); *lim* (five) + *ink* = *limink* (fifth).

Fractions are formed by adding the prefix "*ob*" (which literally means "opposite") to the appropriate number: *ob* + *la* (two) = *obla* (one half); *ob* + *lim* (five) = *oblim* (one fifth).

## PRONOUNS

Pronouns are words used to represent nouns. The following pronouns exist in Cant:

First person singular, *o* (I, me); second person singular, *e* (you); third person singular, *i* (he, she, it, him, her).

First person plural (including the person spoken to), *oeo* (us, we and you); second person plural, *oe* (you); third person plural, *ii* (they, them).

First person plural (excluding the person spoken to), *oo* (us, we but not you).

The word *oo* is a pronoun form peculiar to Cant, used when the speaker means "us" or "we" to include everyone but the person(s) being spoken to. It has been observed that this pronoun is most often employed in discussions pertaining to the division of treasure.

When a pronoun is used with a verb, it is generally attached to the end of the verb form: *ken* means "to steal"; *keno* is "I steal"; *kene* is "you steal," and so forth.

When a pronoun precedes a verb (sometimes done for clarity or emphasis) or stands by itself, a "*i*" is placed before the simple form of the pronoun: *Ti ken kal* means "He steals (is stealing) the box"; *keni kal* means essentially the same thing, but with less emphasis placed on the "he" and more emphasis on what "he" is doing.

A relative pronoun introduces a clause that describes a noun. In English, these are words such as "which," "who," and "that." The Cant language has only two relative pronouns: *nita*, used to refer to persons, and *om*, used for animals or objects. Examples:

|                      |                                        |
|----------------------|----------------------------------------|
| Cant:                | Sen ark nita tyn tif.                  |
| Literal translation: | Run man who has helmet.                |
| English:             | The man who has the helmet is running. |

|                      |                                         |
|----------------------|-----------------------------------------|
| Cant:                | Sen simar om tyn tif.                   |
| Literal translation: | Run dog that has helmet.                |
| English:             | The dog that has the helmet is running. |

## WORD ORDER

Word order is extremely rigid in Cant, since only by its position in a sentence can the function or relationship of a word be

determined. The following word-order rules apply to clauses, phrases, and complete sentences.

Standard word order:

time+verb+subject+place+indirect object+direct object

(Note: Nouns used to modify or explain other nouns always precede the word they modify.)

*Cant:* Labne kene kal.

*Literal translation:* Yesterday steal-you box.

*English:* You stole the box yesterday.

Question word order:

question particle+question word+standard word order

(The question particle *ste* serves as a verbal question mark and is always used to introduce an interrogative sentence.)

*Cant:* Ste tehel labne ken kal.

*Literal translation:* ? Who yesterday steal box

*English:* Who stole the box yesterday?

Command word order:

subject+verb+time+place+manner+indirect obj.+direct obj.

*Cant:* Te ken kal!

*Literal translation:* You steal box!

*English:* Steal a box!

## VERBS AND TENSES

The basic (infinitive) form of a verb in Cant ends in the letter "n." (Note that some words that end in "n" are not verbs.) The basic form does not change, except for the possible addition of a trailing pronoun. Tenses are indicated by placing a time expression at the front of the sentence. Indefinite past and future can be indicated by using the word for future (*kar*) or past (*bir*) in front of the sentence. Verbs used without accompanying time indicators are in the present tense. Examples:

*Cant:* Labne bano.

*Literal translation:* Yesterday go-I.

*English:* I went yesterday.

*Cant:* Kar bano.

*Literal translation:* Future go-I.

*English:* I will go. (indefinite future)

**Modal auxiliaries:** These are verbs used with other verbs to form expressions of mood, such as the words "can," "may," "might," and "should" in English. Modal auxiliaries in Cant are placed before the main verb.

The Cant word *sib* (may) expresses permission to do something. *Miban* (must) expresses compulsion; it may also be used like the word "should" would be used in English. *Beben* (can) expresses the ability to do something.

*Kutin* (might) is used differently from *sib* (may). *Kutin* expresses conditional action: something that can be done if something else is done first. Example:

*Cant:* Kutin bano beti mublini.

*Literal translation:* Might go-I if rain-it.

*English:* I might go if it rains.

*Takin* (would) is not necessarily related to will or desire. It is used to express determination to do something in a conditional sentence. Example:

*Cant:* Beti tyni barbo, takin bano.

*Literal translation:* If have-he boat, would go-I.

*English:* If he had a boat, I would go.

**The verb *Mon*:** This word is loosely equivalent to the verb "is" or "to be" in English. Its primary use is as a helping verb in passive sentences. Passive sentences differ from active sentences in that in the former, the action is performed on the subject. In the latter, the subject performs the action. Examples:

*Labne keno fuid* translates as "I stole the crown yesterday."

This is an active sentence. The subject (I) is doing the stealing. *Labne mon keno fuid* translates as "The crown was stolen yesterday." This is a passive sentence. The person or thing responsible for the action is not indicated; instead, the sentence indicates that the action was performed on the crown.

*Mon* is also used to denote equivalency between two nouns

and/or pronouns: *Mone kawabi* translates as "You are a cleric."

*Mon* is never used to express the possession of a quality or location. Instead, *tyl* (to have) and *bilin* (to stand) are used, respectively, for these purposes: *Tyni sio* literally translates as "Have-he tallness," and its English equivalent is "He is tall." *Ly lakat bilini* translates literally as "In book stand-it," and its English equivalent is "It is in the book."

## NEGATIVE CONSTRUCTIONS

Cant uses the single word *hibni* to express negation. The word negates an entire sentence when it is placed at the beginning: *Hibni bano* literally means "No go-I" or "Not go-I," and its English equivalent is "I am not going."

To negate individual parts of a sentence, *hibni* is placed before the word it negates: *Keno urtel moky hibni kanab* means "I am stealing the diamond but not the chest."

*Hibni* may also be used to negate an entire clause by placing it at the beginning of the clause: *Labne bano moky hibni burono* means "I went yesterday but I didn't stay."

## PREPOSITIONS

Prepositions are words that show relationships between objects. Unless specified otherwise, Cant prepositions are used as in English.

*Ro* (of) is used to show possession only: *lakat ro ark* means "(the) book of (the) man," or "the man's book."

*Ka* (on) is used with horizontal surfaces, while *li* (on) is used with vertical surfaces, such as a wall, upon which things are hung or affixed: *Bilin lakat ka ruba* means "The book is on the table"; *Bilin likob li liki ro obark* means "The necklace is on the woman's neck."

## WORD FORMATION

New words may be formed in Cant by combining two or more simpler words, trimming letters from one word or another if such a shortening does not cause misinterpretation and makes the resulting word easier to pronounce: *hunar* (death) + *hin* (room) = *hunarin* (crypt), which is shortened to *hunahin*.

Forming a noun from a verb is usually done by simply dropping the final "n," and possibly the vowel that precedes it, from the verb form: *hunaran* (to die) becomes *hunar* (death); *asefan* (to drink) becomes *asefa* (drink).

The opposite of a word can be formed by attaching the prefix *ob* to the front of the word: *ob* + *ark* (man) = *obark* (woman); *ob* + *ine* (day) = *obine* (night).

## Assembling the dictionary

Each of the four-page segments following this page can be removed from the center of the magazine and folded and trimmed to produce a pair of pocket-sized translation dictionaries for Thieves' Cant. Pages 37,38,43, and 44 will make the Cant-to-English volume of the dictionary, and pages 39 through 42 comprise the English-to-Cant volume.

Remove each four-page section from the magazine by carefully bending the staples out; then re-close the staples to keep the remainder of the magazine bound together. To construct the English-to-Cant volume, for example, hold that four-page sheet in front of you so that page 40 is right side up on your left. Fold the top of the sheet down, using the line across the middle of pages 39 and 42 as a guide, to meet the bottom of the sheet. Then fold the right-hand half of this strip across to meet the left-hand part. This produces a four-sheet thickness of paper which is half the size of a regular magazine page.

The third and final fold brings the left-hand edge of this sheet over to meet the right-hand edge, using the vertical line between page 16 and page 1 of the dictionary as a guide. Trim the bottom, right-hand, and top edges of the dictionary to the proper size, and put two or three staples along the crease to bind all the dictionary pages in place.

# Pocket Dictionary

## 16

|                  |         |                     |          |
|------------------|---------|---------------------|----------|
| after            | bira    | to make unconscious | belon    |
| past             | bir     | how much            | bebebe   |
| gallery          | bio     | how many            | beban    |
| symptom          | biny    | to pass             | bebol    |
| amulet           | binto   | cup                 | becan    |
| electrum         | bimtal  | can (to be able)    | be       |
| to open          | bimnon  | sapphire            | bayn     |
| first            | bink    | road                | baylan   |
| as, like         | bina    | to borrow           | basasala |
| to move silently | bin     | thieves' tools      | basim    |
| to stand         | billin  | thief               | basihin  |
| to store         | bikitan | prison              | basifen  |
| storage          | bikiti  | thieves' cant       | bart     |
| law              | bibo    | troll               | barsan   |
| how              | bibe    | to blackmail        | baron    |
| harness          | biby    | to pillage          | barbun   |
| mouth            | bibik   | to faint            | barbo    |
| head             | biak    | boat                | barat    |
| one              | bi      | finger              | banasako |
| sand             | betita  | people              | banal    |
| if               | beti    | chin                | ban      |
| to approach      | beslin  | to go               | bamar    |
| correctness      | bersity | rug                 | balub    |
| to remove        | berosin | sage                | balsan   |
| child            | berkin  | to burn             | balolo   |
| to trail         | beon    | amethyst            | balab    |
| trail            | beo     | robe                |          |

bira

balab

|                       |         |             |           |
|-----------------------|---------|-------------|-----------|
| to decide             | tisan   | moustache   | tania     |
| key                   | tirib   | littleness  | tan       |
| drawn                 | tiran   | to push     | tambon    |
| to listen             | tin     | half-orc    | takobla   |
| rope                  | timon   | would       | takin     |
| quiver                | tiya    | to heat     | takan     |
| target                | tilli   | curse       | takali    |
| except                | tik     | number      | taka      |
| helmet                | tif     | orc         | tak       |
| he, him, she, her, it | ti      | to find     | tafen     |
| to leave (a place)    | tern    | battle      | tabo      |
| honesty               | terabas |             |           |
| boot                  | telu    |             |           |
| office                | telin   | experience  | syto      |
| gallery               | telan   | bird        | syi       |
| dwarf                 | teko    | bench       | sylli     |
| to swear              | tekenon | about       | syhi      |
| group                 | tek     | date        | syf       |
| who                   | tehel   | hello       | syctionia |
| you (singular)        | te      | goodbye     | syeken    |
| lantern               | latobal | goodness    | syet      |
| stone                 | tato    | to cut      | syau      |
| to dress              | taron   | cut         | syas      |
| jaw                   | tara    | to          | sy        |
| necessity             | tanol   | forest      | syso      |
| question              | tanob   | hundred     | sur       |
| to handle             | tankan  | to practice | suon      |

tisan

suons

ab

bal

titani

ulof

## A

|          |                    |
|----------|--------------------|
| ab       | instead of         |
| aban     | to leave (a thing) |
| aby      | horse              |
| abyhin   | stable             |
| ahak     | arch               |
| akbot    | skull              |
| akbotark | skeleton           |
| akbun    | desert             |
| akfur    | god                |
| akoy     | emerald            |
| akto     | leg                |
| al       | off                |
| albir    | middle             |
| altan    | to know (someone)  |
| alub     | place              |
| alun     | wall               |
| am       | nine               |
| amas     | garden             |
| amon     | to hold hostage    |
| amus     | beer               |
| an       | yes                |
| ankat    | lawlessness        |
| anukit   | pole               |
| aoro     | curtain            |
| aram     | cat                |
| arhobol  | prince             |

|        |               |
|--------|---------------|
| ark    | man           |
| arkar  | crowd         |
| arkoba | monster       |
| aron   | to wander     |
| arot   | cold          |
| asefa  | drink         |
| asefan | to drink      |
| ashi   | square        |
| asin   | demon         |
| asorit | jail sentence |
| at     | any           |
| atami  | eye           |
| atbura | anything      |
| atnau  | anytime       |

## B

|         |             |
|---------|-------------|
| ba      | way         |
| babon   | to rap      |
| bahelan | to destroy  |
| baim    | sack        |
| bak     | passage     |
| baka    | meal        |
| bakat   | thousand    |
| baker   | out         |
| bakre   | disguise    |
| bakren  | to disguise |
| bal     | fire        |

|           |                                     |
|-----------|-------------------------------------|
| titani    | drug                                |
| titanin   | to drug                             |
| tlin      | to shoot                            |
| tlinkit   | medicine                            |
| to        | I, me                               |
| toa       | aunt, uncle                         |
| tobalon   | sun                                 |
| toe       | you (plural)                        |
| toeo      | we, us (including person spoken to) |
| toka      | broach                              |
| tolata    | pocket                              |
| tomuk     | blanket                             |
| tonlub    | sanctuary                           |
| tonta     | safety                              |
| tontyha   | stronghold                          |
| too       | we, us (excluding person spoken to) |
| toran     | to save (a life)                    |
| torin     | to save (conserve)                  |
| tot       | arrow                               |
| totak     | honor                               |
| totakalan | to curse                            |
| tru       | lock pick                           |
| trun      | to pick a lock                      |
| tryn      | to see                              |
| tufa      | club                                |

|         |                    |
|---------|--------------------|
| tulo    | eight              |
| tulokto | spider             |
| tulon   | to observe         |
| tun     | to come            |
| tur     | dart               |
| tura    | dexterity          |
| turen   | to hide            |
| turyas  | evidence           |
| tyhin   | to enter           |
| tylo    | lightness (weight) |
| tyn     | to have            |
| tyna    | ear                |

## U

|          |                     |
|----------|---------------------|
| uale     | while               |
| uha      | choice              |
| uhan     | to choose           |
| uhasi    | tapestry            |
| uhob     | door                |
| uhys     | tinder              |
| ukal     | boss, chief, master |
| uket     | foot                |
| ul       | in front of         |
| ula      | seven               |
| ulim     | elf                 |
| ulimobla | half-elf            |
| ulof     | steel               |

|                      |           |
|----------------------|-----------|
| spy                  | lysonet   |
| spring               | lokssalik |
| splike               | helu      |
| spider               | tulokto   |
| spell                | lam       |
| speed                | koma      |
| south                | late      |
| something            | burakan   |
| soldier              | kauai     |
| softness             | ykar      |
| snow, to             | mublin    |
| snow                 | mubli     |
| snitch, to           | milimin   |
| snake                | hiblokni  |
| slowness             | obok      |
| sling                | haro      |
| sky                  | mornukek  |
| skull                | akbot     |
| skin                 | funar     |
| skeleton             | akbotark  |
| size                 | akomomo   |
| six                  | sito      |
| since                | okam      |
| silver               | rubel     |
| silence              | robal     |
| sign                 | fikisik   |
| shrine               | lysos     |
| sapphire             | be        |
| show, to             | lebon     |
| shoulder             | nakaoka   |
| shortness            | yta       |
| shoo, to             | lin       |
| ship                 | lulani    |
| shield               | hanak     |
| shelf                | mitat     |
| sheet                | sihal     |
| she                  | i         |
| shadow               | eski      |
| seven                | ula       |
| sentence (fall)      | asort     |
| sell, to             | lobun     |
| sec, to              | tyu       |
| secret door          | unahob    |
| secret               | huna      |
| second (of time)     | nyo       |
| second (ordinal no.) | lan       |
| sea                  | falat     |
| scroll               | karel     |
| screen               | kufar     |
| sconce               | ybila     |
| scholar              | roal      |
| scabbard             | kamkanab  |
| save, to (conserve)  | torin     |
| save, to (a life)    | toran     |
| sapphire             | be        |

sps

sapphire

|                   |         |
|-------------------|---------|
| burn, to          | balisan |
| buy, to           | kun     |
| by                | ky      |
| call, to          | laryn   |
| can (to be able)  | beben   |
| candle            | ylo     |
| caravan           | lusok   |
| cart              | kest    |
| case              | mibar   |
| caske             | hunakal |
| castle            | ornek   |
| cat               | aram    |
| cave              | kuena   |
| ceiling           | flu     |
| cell              | myo     |
| center            | het     |
| chain             | sambli  |
| charisma          | llesma  |
| chest (torso)     | fati    |
| chest (container) | kanab   |
| chief             | ukal    |
| child             | berkin  |
| chin              | banal   |
| choice            | uha     |
| choose, to        | uhan    |
| city              | holyat  |
| cleric            | kawabi  |
| client            | hinlyot |
| climb, to         | san     |
| climb walls, to   | sanjun  |
| cloak             | loab    |
| close, to         | heryan  |
| clothing          | mys     |
| cloud             | kalok   |
| club              | tufa    |
| cold              | arot    |
| color             | lok     |
| come, to          | tun     |
| consciousness     | fora    |
| constitution      | motit   |
| container         | sahal   |
| copper            | krtin   |
| correctness       | bersity |
| counterfeit, to   | kartan  |
| country           | esim    |
| court             | nio     |
| cover, to         | kanun   |
| cover, to         | nusen   |
| crossbow          | byrak   |
| crowd             | arkar   |

crowd

burn, to

## C

## warrior

|                          |                    |
|--------------------------|--------------------|
| warrior                  | kauai              |
| wash, to                 | oren               |
| watch, to                | sarhon             |
| water                    | ros                |
| waterskin                | roskanab           |
| way                      | ba                 |
| we                       | oeo, toeo, oo, too |
| weapon                   | kosol              |
| weaponer                 | kosolit            |
| wear, to                 | ymasan             |
| weather                  | hos                |
| week                     | lino               |
| well                     | limi               |
| west                     | limok              |
| what                     | laf                |
| when                     | nau                |
| where                    | foram              |
| whether                  | bo                 |
| which (relative pronoun) | om                 |
| while                    | uale               |
| white                    | bysne              |
| who (question)           | tehel              |
| who (relative pronoun)   | nita               |
| why                      | sarum              |
| win, to                  | firen              |
| wind                     | ferel              |
| wine                     | kalaf              |

## zero

|           |          |
|-----------|----------|
| winter    | bysalik  |
| wire      | kenil    |
| witch     | manka    |
| with      | ki       |
| without   | ryki     |
| woman     | obark    |
| wood      | kahy     |
| word      | hal      |
| work      | hama     |
| work, to  | haman    |
| workshop  | hamhin   |
| would     | takin    |
| wrist     | lator    |
| write, to | sabnolan |
| wrongness | obersity |

## Y

|                |         |
|----------------|---------|
| year           | fal     |
| yellow         | nolt    |
| yes            | an      |
| yesterday      | labne   |
| you (plural)   | oe, toe |
| you (singular) | e, te   |

## Z

|      |      |
|------|------|
| zero | orni |
|------|------|

THIEVES'  
CANT

## Pocket Dictionary

## Vol. II: English to Cant

|                |          |                |          |
|----------------|----------|----------------|----------|
| blood          | lanbu    | blood          | lanbu    |
| blue           | nerb     | blue           | nerb     |
| boat           | barbo    | boat           | barbo    |
| body           | salakaka | body           | salakaka |
| bone           | botu     | bone           | botu     |
| book           | lakar    | book           | lakar    |
| boot           | telu     | boot           | telu     |
| booby          | relbat   | booby          | relbat   |
| borrow, to     | baylan   | borrow, to     | baylan   |
| boss           | ukal     | boss           | ukal     |
| bow            | rafak    | bow            | rafak    |
| box            | kal      | box            | kal      |
| bracelet       | omban    | bracelet       | omban    |
| brain          | sankot   | brain          | sankot   |
| breath         | mafir    | breath         | mafir    |
| breath, to     | matitan  | breath, to     | matitan  |
| bride          | madii    | bride          | madii    |
| bride, to      | madiin   | bride, to      | madiin   |
| brick          | kilu     | brick          | kilu     |
| bridge         | hili     | bridge         | hili     |
| brown          | toka     | brown          | toka     |
| brown          | noru     | brown          | noru     |
| buck           | kubak    | buck           | kubak    |
| building       | kusal    | building       | kusal    |
| burglar        | kalinata | burglar        | kalinata |
| burglarize, to | kalinman | burglarize, to | kalinman |
| burial         | malito   | burial         | malito   |

about

## A

|              |         |
|--------------|---------|
| about        | syhi    |
| above        | fu      |
| across       | ne      |
| after        | bira    |
| afternoon    | salane  |
| against      | bus     |
| alchemist    | simikir |
| alchemy      | simik   |
| ale          | ymus    |
| amethyst     | balolot |
| amulet       | binto   |
| animal       | raoka   |
| any          | at      |
| anything     | atbura  |
| anytime      | atnau   |
| approach, to | beslin  |
| arch         | ahak    |
| arm          | nakao   |
| armor        | rokato  |
| armorer      | rokatin |
| armory       | kosohin |
| around       | lema    |
| arrest       | sanili  |
| arrest, to   | sanilin |
| arrive, to   | isimin  |
| arrow        | tot     |

|               |         |
|---------------|---------|
| bath          | liko    |
| battle        | labo    |
| beard         | inat    |
| because       | ibhi    |
| because of    | ibbi    |
| bed           | nako    |
| bedroom       | nakohin |
| beer          | amus    |
| before        | moly    |
| begin, to     | fasren  |
| beginning     | bone    |
| behind        | obul    |
| believe, to   | esosan  |
| below         | nu      |
| belt          | sintur  |
| bench         | syili   |
| beneath       | nu      |
| beside        | sa      |
| betray        | rolkon  |
| between       | lo      |
| bigness       | sio     |
| bird          | syi     |
| birth         | hibar   |
| black         | koret   |
| blackmail, to | barsan  |
| blame, to     | hisuin  |
| blanket       | tomuk   |

bath

bat

|                  |          |
|------------------|----------|
| arson            | hinunta  |
| arson, to commit | hinuntan |
| artery           | fanil    |
| as               | bina     |
| as soon as       | kusuo    |
| ask, to          | esun     |
| assassin         | bitama   |
| at               | na       |
| attack, to       | kalan    |
| aunt             | toa      |

## B

|              |          |
|--------------|----------|
| back         | sakam    |
| backpack     | sakambar |
| backstab, to | uneklin  |
| badness      | frun     |
| bandit       | ykanan   |
| bank         | falsa    |
| banker       | falsat   |
| barding      | burfe    |
| barge        | falaka   |
| barkeep      | kalakar  |
| barn         | kiset    |
| barracks     | kauhin   |
| barrel       | sahas    |
| basin        | huso     |
| bat          | ibit     |

|                         |          |
|-------------------------|----------|
| table                   | rubas    |
| take, to                | olon     |
| talk, to                | fen      |
| tapestry                | uhast    |
| target                  | tilli    |
| reach, to               | kuron    |
| teacher                 | kura     |
| tell, to                | lymin    |
| temple                  | kauia    |
| ten                     | imbo     |
| that                    | sab      |
| that (relative pronoun) | om       |
| them                    | ii       |
| then                    | nosa     |
| they                    | ii       |
| thief                   | basim    |
| thieves' cant           | basifen  |
| thieves' tools          | basisala |
| thing                   | bura     |
| think, to               | brun     |
| third (ordinal no.)     | sakonk   |
| third (fraction)        | obaslo   |
| thousand                | bakart   |
| thrice                  | salo     |

## I

symbol

three

throne

|           |         |
|-----------|---------|
| throne    | ruka    |
| through   | ily     |
| throw, to | haron   |
| tie, to   | seyen   |
| time      | hek     |
| tinder    | uhys    |
| to        | sy      |
| today     | lyrne   |
| toe       | kuly    |
| tomorrow  | sirine  |
| tongue    | lina    |
| tooth     | iti     |
| torch     | uro     |
| torso     | lak     |
| toward    | so      |
| tower     | fysy    |
| town      | mibet   |
| trail     | beo     |
| trail, to | beon    |
| traitor   | rolko   |
| trap      | itak    |
| trap, to  | esten   |
| treasure  | kyam    |
| triangle  | kolibis |
| troll     | bart    |
| trip      | kult    |
| two       | la      |

want, to

## U

|                 |                    |
|-----------------|--------------------|
| uncle           | toa                |
| unconsciousness | obfora             |
| under           | nu                 |
| unholiness      | obiha              |
| unlike          | obinta             |
| until           | si                 |
| up              | fu                 |
| us              | oco, toco, oo, too |
| use, to         | bun                |

## V

|           |       |
|-----------|-------|
| valuables | konba |
| vase      | hliki |
| vault     | narko |
| violet    | rybun |
| visit, to | maban |

## W

|            |       |
|------------|-------|
| wagon      | enbra |
| wait, to   | myn   |
| wake, to   | ylink |
| walk, to   | bosen |
| wall       | alun  |
| wand       | naki  |
| wander, to | aron  |
| want, to   | uon   |

|                 |                 |          |        |
|-----------------|-----------------|----------|--------|
| passage         | of              | pass, to | behah  |
| past            | off             | party    | bishis |
| path            | offering        | park     | herel  |
| bynatan         | office          | parapet  | nekiro |
| pay, to         | oil             | paladin  | flita  |
| payment         | oldness         | painting | rarkan |
| pearl           | on (a wall)     |          |        |
| people          | on (top of)     |          |        |
| pick lock, to   | on the contrary |          |        |
| pick pocket, to | one             |          |        |
| mun             | opal            |          |        |
| kenon           | open, to        |          |        |
| baron           | opposite        |          |        |
| lik             | or              |          |        |
| sakana          | orange          |          |        |
| katam           | pin             |          |        |
| alub            | place           |          |        |
| lyket           | plans           |          |        |
| itu             | plan, to        |          |        |
| ituan           | platinum        |          |        |
| sublin          | pioneer, to     |          |        |
| kruteln         | poach, to       |          |        |
| tolata          | pocket          |          |        |
| malat           | poison          |          |        |
| anukit          | pole            |          |        |
| isili           | portion         |          |        |
| byb             | pouch           |          |        |

## mattress

|                   |         |
|-------------------|---------|
| mattress          | kanoho  |
| may               | sib     |
| mayor             | holok   |
| me                | o, to   |
| mead              | kural   |
| meal              | baka    |
| medallion         | kolnok  |
| medicine          | tlinkit |
| merchant          | forkel  |
| middle            | albir   |
| midnight          | hetobne |
| might             | kutin   |
| million           | kisak   |
| minute            | nebi    |
| mirror            | lamin   |
| moment            | orib    |
| money             | hyman   |
| monk              | rosati  |
| monster           | arkoba  |
| month             | likano  |
| morning           | nibe    |
| mound             | iloka   |
| mountain          | usal    |
| moustache         | tanina  |
| mouth             | bibik   |
| move, to          | otan    |
| move silently, to | bin     |

## observe, to

|        |         |
|--------|---------|
| muscle | fonbak  |
| museum | sihyres |
| music  | siterke |
| must   | miban   |

## N

|           |        |
|-----------|--------|
| nail      | konfa  |
| name      | lary   |
| near      | ry     |
| necessity | tanol  |
| neck      | liki   |
| necklace  | likob  |
| newness   | hobuli |
| night     | obine  |
| nine      | am     |
| no        | hibni  |
| noise     | yan    |
| noon      | hetne  |
| north     | bisfi  |
| nose      | lonek  |
| not       | hibni  |
| nothing   | hibmun |
| now       | lyrib  |
| number    | taka   |

## O

|             |       |
|-------------|-------|
| observe, to | tulon |
|-------------|-------|

|              |           |
|--------------|-----------|
| car          | tyna      |
| earliness    | nalitos   |
| earring      | matybal   |
| earth        | nusti     |
| east         | salit     |
| car, to      | safen     |
| eight        | tulo      |
| electricum   | dmatal    |
| elf          | ulim      |
| emerald      | akoy      |
| end          | unc       |
| endurance    | nabi      |
| engineer     | inher     |
| enter, to    | tyhin     |
| entrance     | mahan     |
| equipment    | sala      |
| escape       | unta      |
| escape, to   | untan     |
| escapade, to | faburan   |
| everything   | heken     |
| everywhere   | kontonken |
| evidence     | turyas    |
| except       | tik       |
| expense      | onbom     |

## E

|            |       |
|------------|-------|
| dwarf      | teko  |
| dwarf      | syto  |
| experience | arami |
| eye        | arami |
| fountain   |       |

## four

|           |         |
|-----------|---------|
| four      | lo      |
| frame, to | kaluan  |
| free, to  | boroban |
| freedom   | borob   |
| from      | bu      |
| future    | kar     |

## G

|          |         |
|----------|---------|
| gallery  | bio     |
| galley   | teltan  |
| garden   | amas    |
| garlic   | os      |
| gate     | sany    |
| gem      | isala   |
| get, to  | feun    |
| gift     | lyr     |
| give, to | lyn     |
| glass    | sulan   |
| gnome    | kurbe   |
| go, to   | ban     |
| goblet   | siril   |
| god      | akfur   |
| gold     | hymur   |
| goodbye  | syetken |
| goodness | syet    |
| gray     | solet   |
| green    | resen   |

## highness

|           |        |
|-----------|--------|
| group     | tek    |
| guardroom | sarhin |

## H

|                       |           |
|-----------------------|-----------|
| hair                  | kuho      |
| half                  | obla      |
| half-elf              | ulimobla  |
| half-orc              | takobla   |
| halfling              | mistis    |
| hall                  | sanla     |
| hand                  | sakel     |
| hand, to              | falabin   |
| handle, to            | tankan    |
| harness               | bibby     |
| have, to              | tyn       |
| he, him, she, her, it | i, ti     |
| head                  | biak      |
| heart                 | likiha    |
| heartbeat             | likihyran |
| heat                  | ortob     |
| heat, to              | takan     |
| heaviness             | obtylo    |
| hello                 | syetonta  |
| helmet                | tif       |
| help, to              | nafen     |
| hide, to              | turen     |
| highness              | bora      |

|                  |           |
|------------------|-----------|
| during           | tor       |
| dungeon          | kasili    |
| druid            | titamin   |
| drug, to         | titani    |
| drug             | asclan    |
| drink, to        | asclan    |
| drink            | asclan    |
| dress, to        | taron     |
| draw             | tyan      |
| drawer           | tyan      |
| dragon           | fybkes    |
| down             | nu        |
| door             | uhob      |
| dog              | simar     |
| do, to           | salan     |
| division         | broka     |
| divide, to       | brokan    |
| diver, to        | lakan     |
| diversion        | lakana    |
| distribute, to   | sinlin    |
| dishonesty       | obcerabas |
| disguise, to     | bakren    |
| disguise         | bakre     |
| discovery        | fibil     |
| die, to          | hunaran   |
| diamond          | urcl      |
| detect traps, to | rabalan   |
| detect           | rabalan   |
| during           | tor       |

## highwayman

|                  |          |
|------------------|----------|
| highwayman       | lekel    |
| hijack, to       | kandon   |
| hill             | kunsal   |
| hit, to          | klun     |
| hold hostage, to | amon     |
| holdup           | kontora  |
| hold up, to      | kontoran |
| holiness         | mina     |
| home             | iro      |
| honesty          | terabas  |
| honor            | totak    |
| horse            | aby      |
| hour             | lane     |
| house            | iro      |
| how              | bihe     |
| how many         | behebe   |
| how much         | behebe   |
| however          | kymo     |
| human            | rylo     |
| hundred          | sur      |

## I

|             |         |
|-------------|---------|
| I           | o, to   |
| idol        | natuk   |
| if          | beti    |
| illusion    | kulat   |
| illusionist | kulamak |

## kitchen

|               |          |
|---------------|----------|
| in            | ly       |
| in front of   | ul       |
| incorrectness | obersity |
| insanity      | sabit    |
| inspect, to   | lanin    |
| inspection    | lani     |
| instead of    | ab       |
| intelligence  | sunin    |
| interest, to  | hyutan   |
| is            | mon      |
| it            | i, ti    |

## J

|       |       |
|-------|-------|
| jaw   | tara  |
| jewel | kem   |
| jug   | satek |

## K

|            |          |
|------------|----------|
| keg        | rytena   |
| kennel     | simarhin |
| kettle     | sikla    |
| key        | tirib    |
| kick       | okob     |
| kid        | ime      |
| kidnap, to | naman    |
| kill, to   | intan    |
| kitchen    | nirahin  |

|                      |         |
|----------------------|---------|
| sanctuary            | betita  |
| salt                 | luset   |
| sage                 | balub   |
| safety               | tona    |
| saddle               | silkaba |
| sack                 | baim    |
| rain                 | riso    |
| rain, to             | riso    |
| ransom, to           | hacen   |
| rap, to              | babon   |
| rations              | hira    |
| read, to             | fehira  |
| quiver               | tilya   |
| quilt                | buk     |
| quietness            | ykar    |
| question particle    | ste     |
| question             | tanob   |
| room                 | hin     |
| robe                 | balab   |
| rob, to              | foran   |
| road                 | byn     |
| ring                 | mabal   |
| rightness (position) | kolat   |
| return, to           | myban   |
| retreat, to          | kurnan  |
| rest, to             | hinyan  |
| repeat, to           | nabasin |
| remove, to           | berosin |
| release              | obamon  |
| red                  | blon    |
| rectangle            | harata  |
| sanctuary            | betita  |

## pound

## master

|                      |         |
|----------------------|---------|
| listen, to           | tin     |
| littleness           | tan     |
| live, to (not die)   | harn    |
| live, to (somewhere) | iroen   |
| lock                 | ihil    |
| lock, to             | ihilin  |
| loket                | fafet   |
| lock pick            | tru     |
| look at, to          | sarhon  |
| look for, to         | oroen   |
| loot                 | kilik   |
| loot, to             | kilikan |
| lose, to (a thing)   | obfiken |
| loudness             | obykar  |
| lowness              | obora   |

## M

|               |         |
|---------------|---------|
| magic         | ker     |
| magic-user    | mankero |
| make, to      | forlin  |
| make un-      |         |
| conscious, to | belon   |
| mallet        | ekmel   |
| man           | ark     |
| map           | faki    |
| marsh         | ratik   |
| master        | ukal    |

## II

|            |                                     |
|------------|-------------------------------------|
| obine      | might                               |
| obina      | unholiness                          |
| obora      | unconsciousness                     |
| obliken    | to lose (a thing)                   |
| oblikeness | wrongness                           |
| obersity   | incorrectness                       |
| obersabas  | dishonesty                          |
| obark      | woman                               |
| obarthobol | princess                            |
| obamon     | to release                          |
| o          | I, me                               |
| O          |                                     |
| nyo        | second (of time)                    |
| nusil      | earth                               |
| nusen      | to crawl                            |
| nu         | under, down                         |
| nosa       | below, beneath                      |
| nora       | then                                |
| norsalik   | brown                               |
| norb       | fall (season)                       |
| nord       | during                              |
| noli       | yellow                              |
| nobal      | lateness                            |
| nita       | who (relative pronoun)              |
| nirahin    | kitchen                             |
| nio        | court                               |
| obinta     | unlike                              |
| obla       | half                                |
| obok       | slowness                            |
| obora      | lowness                             |
| obsaio     | third (fraction)                    |
| obtyio     | heaviness                           |
| obul       | behind                              |
| obyskar    | loudness                            |
| oe         | we, us (including person spoken to) |
| okam       | since                               |
| olakhe     | kick                                |
| olon       | to take                             |
| om         | that, which (relative pronoun)      |
| omban      | expense                             |
| ombom      | excluding person spoken to          |
| oren       | to wash                             |
| orib       | moment                              |
| ornl       | zero                                |
| ornek      | castle                              |
| oroen      | to look for                         |
| ortob      | heat                                |

|          |                       |
|----------|-----------------------|
| hobok    | mayor                 |
| holyat   | city                  |
| hos      | weather               |
| hul      | oldness               |
| huna     | secret                |
| hunahin  | crypt                 |
| hunakal  | caster                |
| hunar    | death                 |
| hunaran  | to die                |
| husos    | basin                 |
| hymnan   | money                 |
| hymun    | gold                  |
| hyutan   | to interest           |
| I        |                       |
| ibit     | bat                   |
| ibll     | because               |
| ihil     | lock                  |
| ihilin   | to lock               |
| il       | they, them            |
| ikiban   | to poach              |
| iloka    | mound, pile           |
| ily      | through               |
| imbob    | ten                   |
| ime      | kid                   |
| hobuli   | newness               |
| hiki     | vase                  |
| hisan    | to blame              |
| hira     | rations               |
| hinuntan | to commit arson       |
| hinunta  | arson                 |
| hinunyan | to rest               |
| hinylot  | client                |
| hulan    | to pay                |
| hin      | room                  |
| hili     | bridge                |
| hibni    | no, not               |
| hibn     | he, him, she, her, it |
| bidmuno  | nothing               |
| bidlokn! | snake                 |
| hibar    | birth                 |
| hetohe   | midnight              |
| hete     | noon                  |
| heryan   | center                |
| herel    | to close              |
| heku     | spike                 |
| heken    | every time            |
| hek      | time                  |
| hacen    | to ransom             |
| haron    | to throw              |
| haro     | shing                 |
| harn     | to live (not die)     |
| harn     | time                  |

## mabal

## M

|         |               |
|---------|---------------|
| mabal   | ring          |
| maban   | to visit      |
| madli   | bribe         |
| madlin  | to bribe      |
| mafit   | breath        |
| mafitan | to breathe    |
| mahan   | entrance      |
| mala    | poison        |
| maletto | burial        |
| manka   | witch         |
| mankero | magic-user    |
| matybal | earring       |
| miban   | must          |
| mibar   | case          |
| mibet   | town          |
| mina    | holiness      |
| mistis  | halfing       |
| mitaf   | shelf         |
| mofit   | constitution  |
| moky    | but           |
| moly    | before        |
| mon     | to be         |
| morukek | sky           |
| mubli   | snow          |
| mublin  | to snow       |
| mun     | to pickpocket |

## nilinin

|       |           |
|-------|-----------|
| myban | to return |
| myn   | to wait   |
| myo   | cell      |
| mys   | clothing  |

## N

|         |           |
|---------|-----------|
| na      | at        |
| nabasin | to repeat |
| nabi    | endurance |
| nafen   | to help   |
| nakao   | arm       |
| nakaoka | shoulder  |
| naki    | wand      |
| nako    | bed       |
| nakohin | bedroom   |
| naltos  | earliness |
| naman   | to kidnap |
| narak   | farm      |
| narko   | vault     |
| natuk   | idol      |
| nau     | when      |
| ne      | across    |
| nebi    | minute    |
| nekio   | parapet   |
| nerb    | blue      |
| nibe    | morning   |
| nilinin | to snitch |

## inat

|        |                     |
|--------|---------------------|
| inat   | beard               |
| ine    | day                 |
| inher  | engineer            |
| intan  | to kill             |
| iro    | home, house         |
| iroen  | to live (somewhere) |
| isala  | gem                 |
| isili  | potion              |
| isimin | to arrive           |
| itak   | trap                |
| iti    | tooth               |
| itu    | plan                |
| ituan  | to plan             |

## K

|          |               |
|----------|---------------|
| ka       | on top of     |
| kafun    | to cover      |
| kahy     | wood          |
| kal      | box           |
| kalaf    | wine          |
| kalakar  | barkeep       |
| kalan    | to attack     |
| kalinta  | burglar       |
| kalintan | to burglarize |
| kalok    | cloud         |
| kaltan   | to step       |
| kaluan   | to frame      |

## kilu

|          |                   |
|----------|-------------------|
| kam      | sword             |
| kamkanab | scabbard          |
| kanab    | chest (container) |
| kanabal  | fireplace         |
| kandon   | to hijack         |
| kanoho   | mattress          |
| kar      | future            |
| karel    | scroll            |
| kargel   | letter            |
| kartan   | to counterfeit    |
| kaslil   | druid             |
| katam    | pin               |
| kauval   | soldier, warrior  |
| kauhin   | barracks          |
| kauta    | temple            |
| kawabi   | cleric            |
| kem      | jewel             |
| ken      | to steal          |
| kenil    | wire              |
| kenon    | to pilfer         |
| kentis   | string            |
| ker      | magic             |
| kest     | cart              |
| ki       | with              |
| kilik    | loot              |
| kilikon  | to loot           |
| kilu     | brick             |

|           |         |
|-----------|---------|
| ord       | hant    |
| rectangle | harata  |
| life      | har     |
| shield    | hantak  |
| stomach   | hanti   |
| kobold    | hamoki  |
| workshop  | hamahin |
| to work   | haman   |
| work      | hama    |
| orange    | hali    |
| word      | hal     |
| length    | haba    |

## H

|                 |         |
|-----------------|---------|
| to lend         | lyton   |
| tower           | lysy    |
| shrine          | lysos   |
| dragon          | lybkes  |
| oil             | lyal    |
| or              | ly      |
| skin            | lynar   |
| crown           | lyub    |
| above, over, up | lyu     |
| badness         | lyun    |
| store           | lyorhab |
| to make a thing | lyorlin |
| merchant        | lyorkel |

hant

## kisak

|           |                      |
|-----------|----------------------|
| kisak     | million              |
| kiset     | barn                 |
| kitki     | flesh                |
| klin      | to stab              |
| klun      | to hit               |
| koka      | defeat               |
| kokan     | to defeat            |
| kol       | fighter              |
| kolen     | to fight             |
| kolibis   | triangle             |
| kolnok    | medallion            |
| kolta     | rightness (position) |
| koma      | speed                |
| konba     | valuables            |
| konfa     | nail                 |
| kontonken | everywhere           |
| kontora   | holdup               |
| kontoran  | to hold up           |
| koret     | black                |
| kosohin   | armory               |
| kosol     | weapon               |
| kosolit   | weaponer             |
| krin      | copper               |
| kruteln   | to plunder           |
| kubak     | bucket               |
| kuena     | cave                 |
| kufer     | screen               |

|               |         |
|---------------|---------|
| to rob        | foren   |
| where         | foram   |
| consciousness | fora    |
| muscle        | fonbak  |
| stool         | fokun   |
| between       | fio     |
| to win        | fieren  |
| ceiling       | filu    |
| paladin       | flita   |
| sign          | flitsik |
| discovery     | flibil  |
| to get        | flun    |
| wind          | ferel   |
| to talk       | fen     |
| opposite      | feku    |
| to read       | fehlin  |
| chest (torso) | fahb    |
| strength      | fatas   |
| to begin      | farsen  |
| ladder        | fasan   |
| artery        | fani    |
| blood         | fandob  |
| banker        | falsat  |
| bank          | falsa   |
| sea           | falati  |
| leather       | falat   |
| barge         | falaka  |

falaka

## labne

|         |                 |
|---------|-----------------|
| kuho    | hair            |
| kulamak | illusionist     |
| kulat   | illusion        |
| kult    | trip            |
| kuly    | toe             |
| kumba   | ruby            |
| kun     | to buy          |
| kunin   | to put          |
| kunsal  | hill            |
| kura    | teacher         |
| kural   | mead            |
| kurbe   | gnome           |
| kurnan  | to retreat      |
| kuron   | to teach        |
| kusal   | building        |
| kusuo   | as soon as      |
| kuta    | forehead        |
| kutal   | lesson          |
| kutin   | might           |
| ky      | by              |
| kyam    | treasure        |
| kymo    | however,        |
|         | on the contrary |

## L

|       |           |
|-------|-----------|
| la    | two       |
| labne | yesterday |

|           |          |
|-----------|----------|
| barrel    | sahas    |
| container | sahal    |
| to eat    | safen    |
| food      | safu     |
| to write  | sabnolan |
| insanity  | sabit    |
| that      | sab      |
| beside    | sa       |

## S

|            |          |
|------------|----------|
| keg        | rytena   |
| to stop    | ryn      |
| human      | rylo     |
| without    | ryki     |
| violet     | rybum    |
| near       | ry       |
| throne     | ruka     |
| silver     | rubel    |
| table      | ruba     |
| price      | rub      |
| waterskin  | roskanab |
| monk       | rosati   |
| water      | ros      |
| dungeon    | ror      |
| to betray  | ronen    |
| to strange | rolkon   |
| traitor    | rolko    |

sahas

## laf

|           |                      |
|-----------|----------------------|
| laf       | what                 |
| lafe      | south                |
| lahin     | library              |
| lak       | torso                |
| lakan     | to divert            |
| lakana    | diversion            |
| lakat     | book                 |
| lam       | spell                |
| lamin     | mirror               |
| lane      | hour                 |
| lani      | inspection           |
| lanin     | to inspect           |
| lank      | second (ordinal no.) |
| lary      | name                 |
| laryn     | to call              |
| lator     | wrist                |
| lebon     | to show              |
| lekel     | highwayman           |
| lema      | around               |
| li        | on (a wall)          |
| libi      | because of           |
| likano    | month                |
| liki      | neck, pillar         |
| likiha    | heart                |
| likihyran | heartbeat            |
| liko      | bath                 |
| likob     | necklace             |

|                     |         |
|---------------------|---------|
| armor               | rokato  |
| armor               | rokatin |
| silence             | robai   |
| scholar             | roal    |
| to                  | ro      |
| of                  | ro      |
| desk                | rishin  |
| to rain             | rison   |
| rain                | riso    |
| fork                | rimnok  |
| dagger              | ret     |
| green               | resen   |
| summer              | resalik |
| leftness (position) | resa    |
| booty               | reibat  |
| marsh               | ratik   |
| painting            | rarkan  |
| animal              | raokan  |
| size                | rakomo  |
| to fall             | rakin   |
| ruins               | raiga   |
| bow                 | rafak   |
| to detect traps     | rabalan |

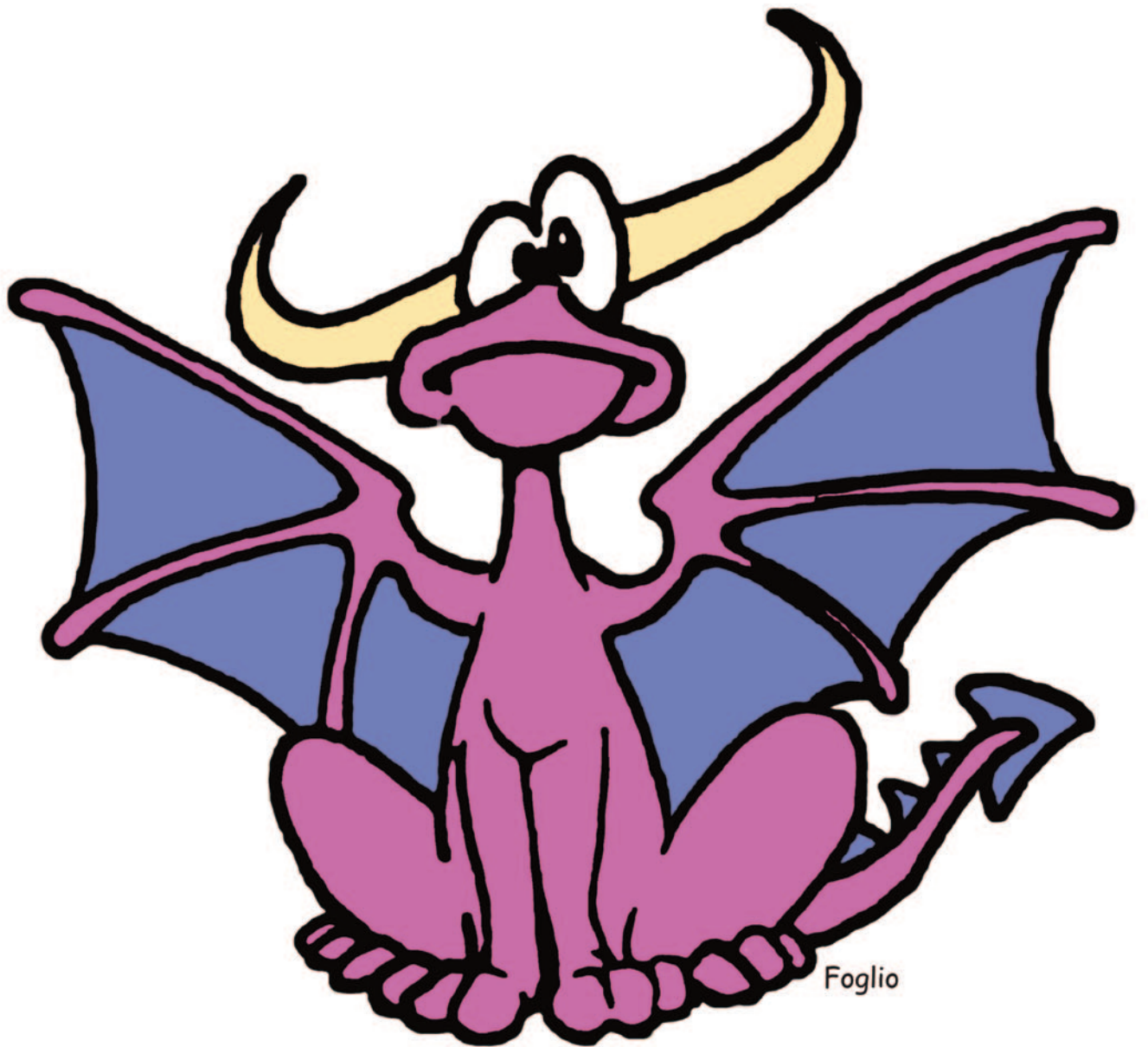
## R

|          |        |
|----------|--------|
| to move  | otan   |
| cupboard | osalos |
| garlic   | os     |

os

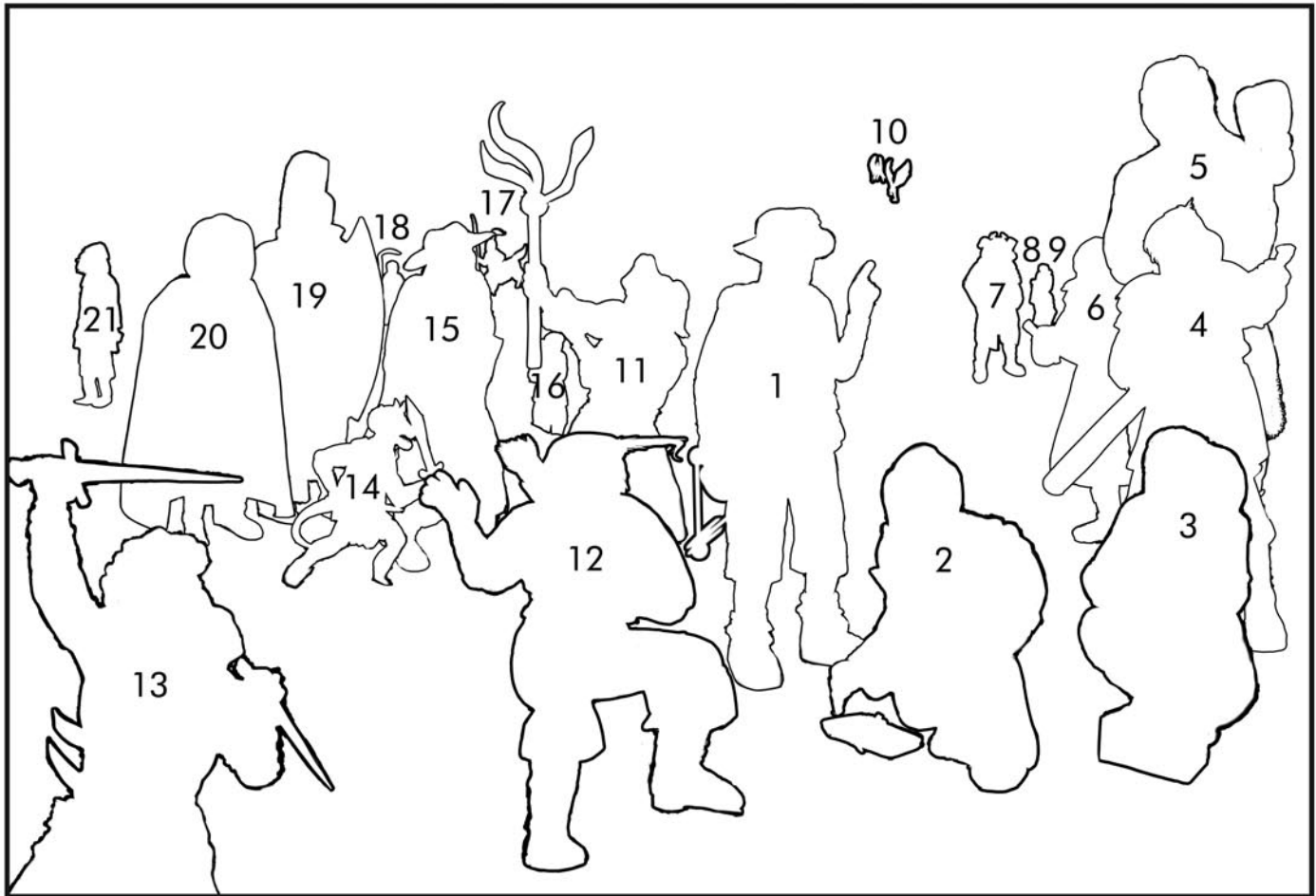
## lyrne

|          |          |
|----------|----------|
| lim      | five     |
| limenet  | spy      |
| limi     | well     |
| limok    | west     |
| lina     | tongue   |
| lino     | week     |
| lisema   | charisma |
| lit      | four     |
| lo       | four     |
| loab     | cloak    |
| lobun    | to sell  |
| lofon    | stand    |
| lok      | color    |
| loksalik | spring   |
| lonek    | nose     |
| lulani   | ship     |
| luset    | salt     |
| lusok    | caravan  |
| ly       | in       |
| lyket    | plains   |
| lyn      | to give  |
| lynin    | to tell  |
| lynny    | payment  |
| lyr      | gift     |
| lyrib    | now      |
| lyrne    | today    |



Foglio

## Name that NPC!



Can you identify all the figures? While a number of them cannot be mistaken for anything other than what they are, several others could represent any of several different answers. Fully 37 of 43 NPC Options could be interpreted from these 21 figures. *(The full list of answers with alternates will appear in a future release.)*

What say you, good reader?

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_

10. \_\_\_\_\_
11. \_\_\_\_\_
12. \_\_\_\_\_
13. \_\_\_\_\_
14. \_\_\_\_\_
15. \_\_\_\_\_
16. \_\_\_\_\_
17. \_\_\_\_\_
18. \_\_\_\_\_
19. \_\_\_\_\_

20. \_\_\_\_\_  
21. \_\_\_\_\_

## Alternates

### Cover Art:

A Timelord's Summons is not a thing declined; for the rarity of it portends great tribulations ahead for all. And indeed, friend or foe; good, evil or indifferent; whether stingy or giving of heart; previous pretense is put aside to face the greater imperilment at hand. Thus it is the rarest of times when Anti-Paladin sheathes sword as Cavalier restrains his, that Centaurs, Winged Folk, Barbarians and Berzerkers do roam far afield, where Merchants, Bandits and Duelists all do look to protect their self-interests, as a Hopeless Idiot blunders about.

*...Whilst Jester makes light of all.*

$$-I\pi$$

## BONUS POINTS

How many individuals are visible in the painting?

*Hint: More than 21!*

~FIN~

Should you choose to print and bind your own copy(ies) for personal use, these spine labels and suggestions are here presented.

**Suggested:**

**Pages 1-238:** 32lb plain is pro, 20lb = flimsy.

**Special Pages** See side bar

**Spine p239:** Plain or gloss full sheet label.  
**Covers p240,241,** (Inner covers)  
**p242, 243:** ~70lb (hvy) dble-sidegloss  
Suggest "Borderless, retain size" for outer.

**Binding:** If soft cover, it is recommended to apply the spine label first and then the front and back covers over that. There will never be a perfect fit, but it'll be close enough for pdf-grade purposes. If hard cover, it's better to apply the spine over the front/back and trim to best fit.

**SIDE BAR**

This book is filled with full-page art that looks nice on double-sided gloss.

Here are the page ranges:

| <u>Item</u>        | <u>pages</u>   |
|--------------------|----------------|
| Splash/Index       | 1,2            |
| Centaur            | 3,4            |
| Winged Folk        | 23,24          |
| Anti-Paladin       | 43,44          |
| Bandit             | 55,56          |
| Beastmaster        | 61,62          |
| Berserker          | 67,68          |
| Death Master       | 89,90          |
| Dreamer            | 95,96          |
| Duelist            | 101,102        |
| Entertainer        | 105,106        |
| Ad                 | 125,126        |
| Color Ninja        | 133,134        |
| Former Fiend Folio | 151,152        |
| Savant             | 163,164        |
| Timelord           | 183,184        |
| Elmore Witch 1     | 205,206        |
| Elmore Witch 2     | 209,210        |
| Bibliography, 5pgs | 217-226        |
| <u>Growf!</u>      | <u>237,238</u> |
| 18 items           | 24 sheets      |
|                    | 48 pages       |

If you print all those glossy, here are the plain pages. Print double-sided all at once, or do all Odd pages first, then re-load for all Even. Best to leave for one full day to dry, then run the other side the next day to help keep your printer clean. (Note: you may have to 'reverse order' or have other settings particular to your printer. Check prints early to ensure correct order!)

Paste the following Plain Paper ranges into your printer's page range dialog.


5-22, 25-42, 45-54, 57-60, 63-66, 69-88, 91-94, 97-100, 103-104, 107-124, 127-132, 135-150, 153-162, 165-182, 185-216, 227-236

It's a big effort with a big payoff. Good luck!









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By  
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